APRIL 1991 No.110

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SU

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NIGHTSHIFT EXCLUSIVE REVIEW



PREDATOR II DEMO

PLAY THE GAME

FREE SOUND SAMPLER

WHAT NO TAPE!!
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IMMEDIATELY

WIN! RADIO DAYS
DESIGNER RADIOS TO BE WON

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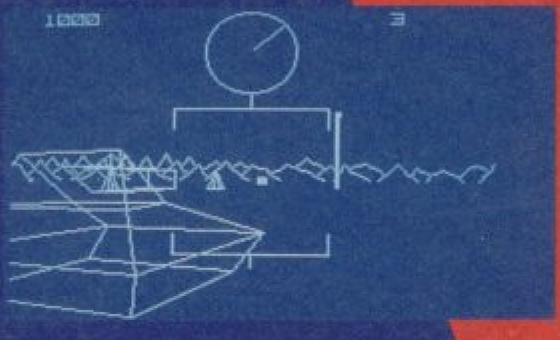
GREAT 8
BRITAIN'S BIGGEST!

PREDATOR II DEMO, RONALD'S REVENGE, RETURN OF THE THINGS, MEAN STREAK, HALL OF THE THINGS, INVASION OF THE BODY SNATCHERS AND THE S.U. EXCLUSIVE SOUND SAMPLER AND LOAD-IN TIPS.


GO WiLd!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
ocean
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EDITOR
Garth 'Desert Rat' Sumpter
DESIGN EDITOR
Andrea 'Frantz Klammer' Walker
DESIGN
Evette 'Kiwi' Nicholls
STAFF WRITERS
Steve '60's' Keen
SU CREW
Chris 'Hateful' Jenkins
John Cook
Pete Gerrard
Phillip 'Mein Gott' Fisch
Ian 'Indie' Watson
ADVERTISMENT MANAGER
Jim 'Trivia' Owens
AD PRODUCTION
Jo 'Titters' Gleissner
MARKETTING DEPT
Sarah 'Blondie' Ewing
Sarah 'Helpful' Hillard
PUBLISHER
Graham 'Slasher' Taylor
MANAGING DIRECTOR
Terry 'Huggy' Pratt
(c)1991 EMAP IMAGES
071 - 251 6222
FAX 071- 490 1095
SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

contents



Garth Sumpter



Oh dearie me. Part man and part hangover, Garth gets most of his kicks using his R.S.A. II trained fingers to dance across the keyboard of his trusty Spectrum. He also gets some entertainment from cornering his M.D. 'Telboy' in dark pubs and telling him he's too square. It's known that Garth pays dearly for these occasional outbursts when the key to the SU executive toilet is confiscated and he has to share a poop bucket with the boys from C+VG. Agggghhhh! Fave games: At the moment Garth's playing Light Corridor, North and South, CJ Elephant Antics and re-discovering the joys of Silkworm.

Andrea Walker



Miss Mayhem, has actually broken a nail this month and has had to take a weeks all-expenses paid holiday. The expenses were for a weekend in Clacton but she's gone off skiing in France instead. Once the boss finds out, she'll have to share the poop bucket with Garth. Double Aggggghhh! Fave Games: Silkworm and the Predator I demo 'cos they deal in death. (And once you've met Andrea, you'll see that she does too!)

Steve Keen



Latest addition to the SU Crew, staff writer Steve cut his gaming teeth on an Amiga but has seen the error of his ways and is already completely cured. Steve's a headbanger at heart and is currently banging his head trying to tell his boss that he's got a spare key to the executive toilet but Garth, the old crapper, seems to prefer the poop bucket. Strange.
Fave games: Turtles, but is also severely impressed with Rommel's Revenge and Hall of the Things on The Great Eight. Good choice - we think Steve will go far.

Ian Watson



Not so much a man, more an explosion in a clothing factory, "I dress like I feel man!" he said. As you can see, he wasn't feeling at all well when we took this shot. Nice dress though! "Three quid from the market" he told us. Ian's lists his hobbies as walking into walls and squinting a lot.
Fave games: Silkworm, Light Corridor and F1 Fighter Pilot.

Chris Jenkins



A known defiler of computer games and I/O ports, Mr Hateful has recently tried to soften his image using the same professional stylist as Maggie Thatcher. He now likes to be photographed in the kitchen and tries to cry a lot. It's not going to hel Chris!
Fave games: Huxley Pig '& Silkworm as shows the advantages of strong, yet caring leadership.

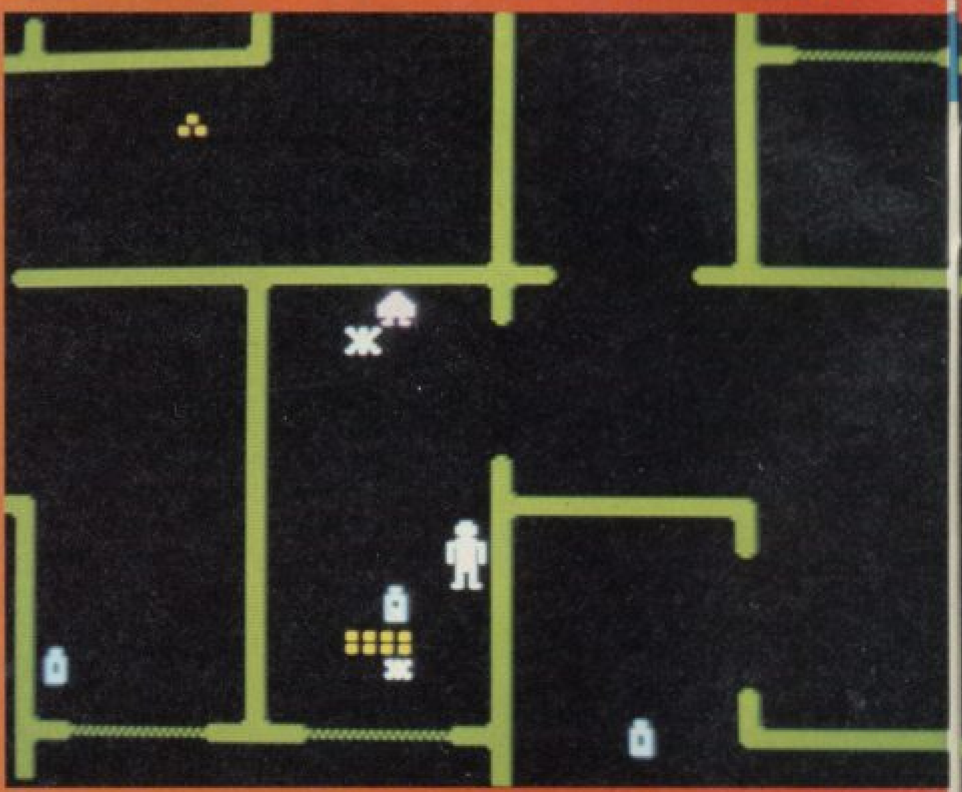
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Andrea's going on holiday next week and it's been unbearable. She's been strutting around in the office, dressed in her ski suit and making Whooosh! noises as she jumps down the stairs. I wouldn't mind so much, but she's only going off to Clacton with her mum and her strange cousin Claude who wears Coke bottle glasses and has a respiratory problem - he's still breathing!

ET GR

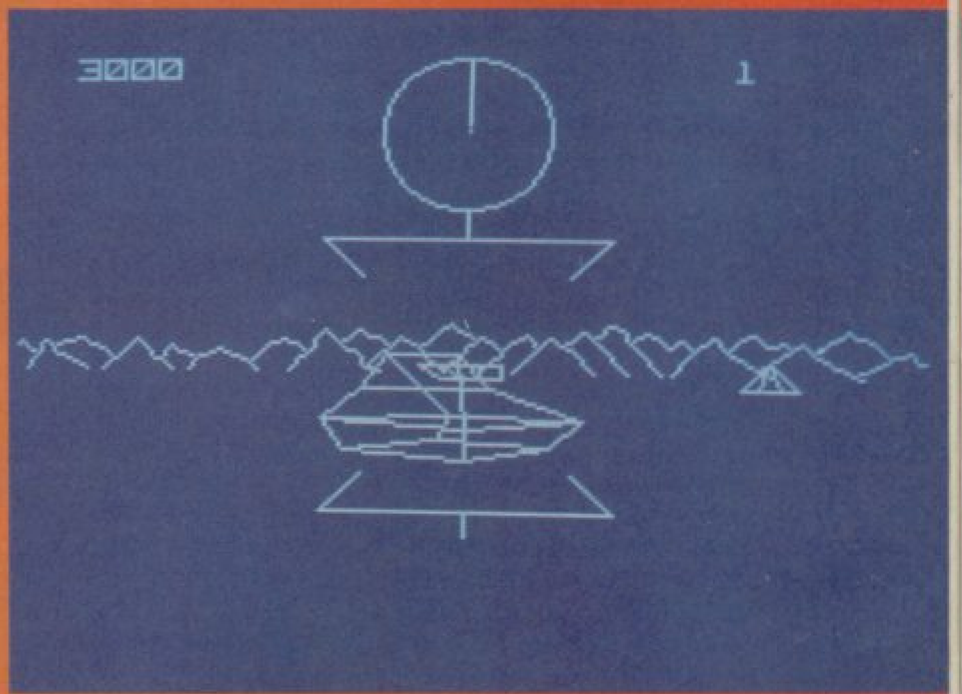
HALLS OF THE THINGS

Design Design's classic maze arcade adventure presented in its full glory. Find seven rings hidden in the top seven levels of the tower of the horrible Things, then find the key hidden in the dungeon level and escape.
Load in 48K mode.
Each of the eight mazes contains treasure which can be collected and stored outside the maze to gain extra points, and potions which add to your magic level.
To fight off the attacking Things you have fireballs and lightning bolts which both use up your magic energy. Fireballs follow Things around corners, but lightning bolts bounce off walls. You also have Arrows, which are fired in the direction selected by the arrow keys, and the Vorpal Sword which is drawn in the direction you are facing.
Controls are redefinable, but the defaults are; Z=Left, X=Right, N=Up, M=Down, F=Fireball, L=Lightning bolt, Space=centre yourself on screen, K=pick up item, D=drop item, O=open door, C=close door, 1=display status report/Pause - press 1 again to restart. H=Heal wounds (uses a large amount of magic), A=fire arrow in direction set by arrow keys, 5/6/7/8=set arrow direction left/right/up/down, W=change contrast (for B&W TV displays), S=wave sword about -m only any use for very docile Things...! Press Q/U/I/T together to quit and return to main menu.



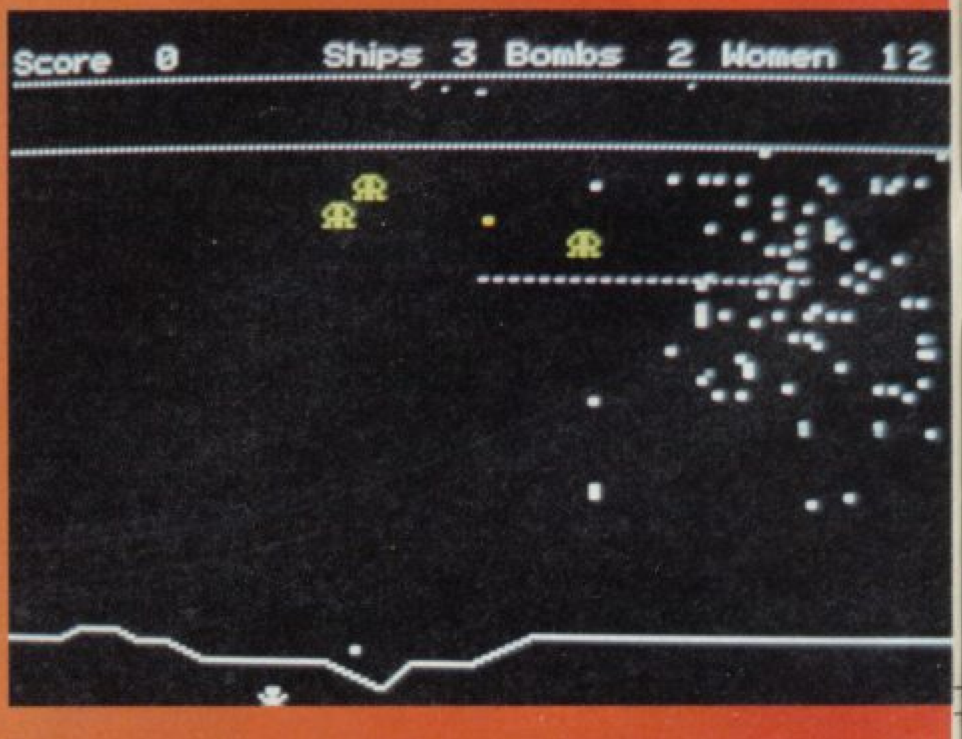
RETURN OF THE THINGS

Talk about this for quick service! No sooner have you completed playing Halls of the Things, lying back and congratulating yourself on your skill, when we present the sequel, Return!
Your quest starts in the swamp to the east of the Tower. Here your exit has caused all the Things to die, but if you move far enough you will find Swamp Things and other types which are even more powerful than the Tower Things.
Your main view is a window onto the landscape; below is a bargraph showing your energy, a counter showing the number of ankhs you need to collect to complete the quest, and a score counter.
Your magical powers are greater than before; offensive bolts no longer use up your magical energy - only defensive spells do this. Magical energy can be replaced by collecting potions.
Control keys are redefinable; Up, Down, Left, Right, Fireball, Lightning, Keep, Drop (which also allow you to open and close doors), and Centre, which moves your character on the landscape so it is in the middle of the screen.
Several controls are not redefinable; 1 (sound on/off), 2 (pause), 3 & 4 together (Quit).

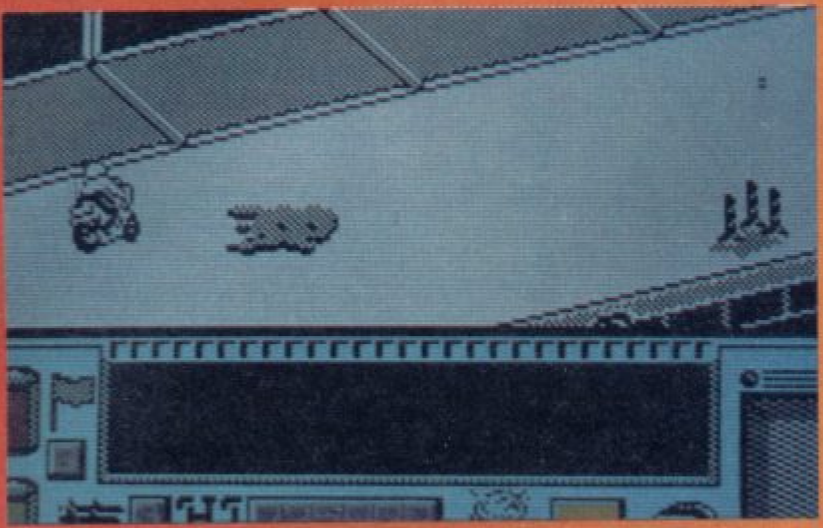


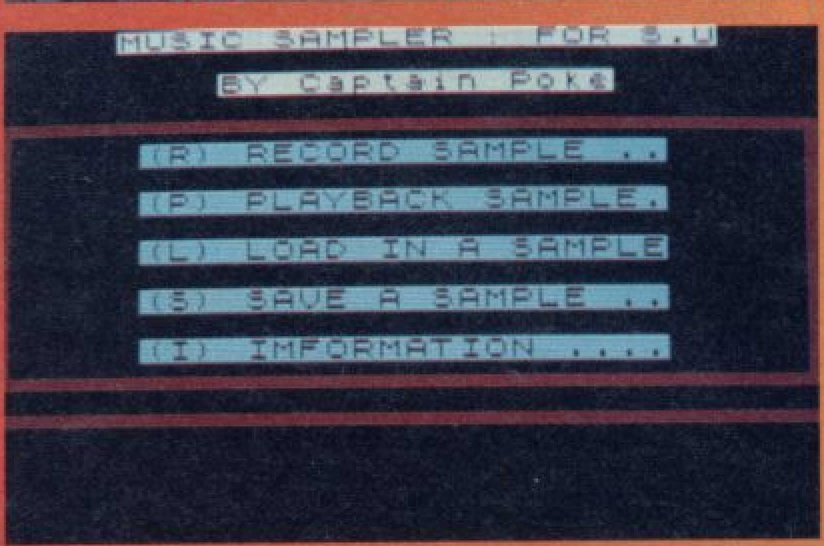
ROMMEL'S REVENGE

This Battlezone-type exercise (known as Ronald's Revenge to our deaf old Editor) puts you in control of a powerful battletank. Your out-of-turret view is shown in 3-D vector graphics; you just have to destroy as many enemy vehicles as you can before they get you!
Controls; N=forwards, M=backwards, X=right, Z=left, Space=Fire. 1=Sound On, 2=Sound Off, 3=Quit,



EAT GR





WAH!

Me tape don't work

Don't fret, just send your tape to:

Uncle Harold's Sick Tape Hospital
Spool Duplication, Unit 30, Deeside
Industrial Park, Clwyd, CH5 2NU
Uncle Harold will make your tape well and have it back to you in a jiffy!

R=Radar on/off, V=Volcano on/off (switching these off speeds up the game).
The game is compatible with AGF, Kempston, Fuller and Protek joysticks, and will sense if any of these are connected.

INVASION OF THE BODYSNATCHERS (A.K.A. BLOW OUT)

In this all-action arcade classic you speed across the surface of your world defending the planet's folk from the horrid bodysnatchers. If they are grabbed, shoot the captor and catch the humanoid before he falls to earth, then deposit them somewhere safer for bonus points.
Load in 48K mode. Controls; Q=up, A=down, O=right, P=left, Space/M=fire. Press J on menu screen for Kempston/Fuller joystick.

MEAN STREAK

Mirrorsoft's futuristic racing game is set in the 23rd century.
In a decadent society where all transportation is done by molecular disassembly/assembly, the biggest thrill left is taking on the challenge of the Battletrack, a long-abandoned motorway circling the capital city. If you complete the five sections of the circuit you win the ultimate prize - the Mean Streak superbike.
Mean Streak is a 1 or 2-player game; player 2 takes control of the Outcast bikers. On loading the game will auto-run; press Enter and follow the prompts, then Fire/Space to play. Select M for music or N for sound effects in 128K mode.
Controls are redefinable; defaults are S=Accelerate, O=Left, P=Right, X=Decelerate. With Fire pressed, Up=Fire
Rocket, Down=Do Wheelie, diagonal=drop oil.
Your control panel shows oil, fuel, tyre wear, re-start position, rockets, high score, your score, damage, time, lives left, radar.
Extra fuel, oil, and missiles can be picked up from the track. Extra time is awarded for destroying Outlaw bikes, and the edges of the Battletrack and walls will damage your vehicle.

CAPTAIN POKE'S SOUND SAMPLER

Captain Poke's super sound sampler allows you to digitally record sounds into your Spectrum's memory, replay them, and if you wish incorporate them as music clips or sounds effects in your own Basic or machine-code programs.
Load the program in 48K or 128K mode. The on-screen menu gives you a choice of functions, and further instructions will appear as you use the Sampler.
The Sampler receives sounds from the earphone socket of your tape deck, so if you want to sample your voice or another sound effect it's easiest to record it to tape first.
Connect the Ear socket of your tape deck to the input of your Spectrum; press play on the tape and R to record a sound. The sampler will record for around ten seconds and the computer will beep when it has finished. Press P to play back; on 48K machines, it might help to connect the output to the microphone input of your tape deck, press Record and turn up the volume to add more oomph (technical term). On 128K machines, the sound will go through the TV/monitor speaker.
Press S to save the sound in data form, or on 128K machines into RAM memory. Saving instructions will appear on screen; the program will add its own filename. Press L to load sample data.
Press I for information on how to incorporate digital sound sample data into your own Basic or machine-code programs.

TIPS AMAZING

Couldn't be easier, this one - load in 48K mode and follow the on-screen instruction for endless tips on your fave games!

Review

LABEL:
Imageworks

MEMORY:
48/128K

TAPE:
£10.99

FACTS

Christopher Lloyd, who plays Doc Brown in all three Back To The Future movies, originally came into the public eye in the cult TV series Taxi, where he portrayed the vacant but lovable Reverend Jim. Since then Christopher's appeared in several strange guises in; Who Framed Roger Rabbit, Willow, and Star Trek III (where he played the Klingon commander who destroys the Enterprise!) to name but a few.

Michael J Fox, the pint size actor who plays Mart McFly, has been in a few movies too. We phoned the Teenwolf and Bright Lights Big City star's film company to find out his weight in potatoes but no one was available for comment. The J in his name stands for Jeremy. Or Julian. Or John. Maybe. Perhaps.

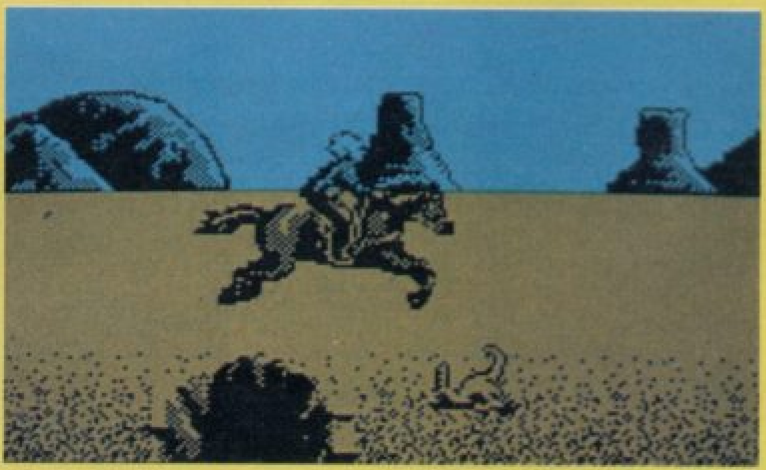
Back To The Future III is the third in the highly successful Back To The Future series. Other films that have the number three in the title include Star Trek III, Rocky 3, Nightmare On Elm Street 3, Superman III and The Three Muskateers. There's also a three in the 39 Steps which was last re-made in 1978, but no-one really likes Robert Powell so we won't mention that.

BACK TO THE FUTURE PART III

Hold onto your hotest in Back To the Future III, Image Works' fairly accomplished conversion of the big screen favourite, there's plenty of opportunity to get acquainted with the more painful side of the Wild West. Intimately acquainted in fact.

Marty McFly's in trouble again. Big trouble. Y'see he's got to go back to 1885, find the Doc, fix the DeLorean, and then skedaddle back to the future, all before the good Dr receives a pre-destined bullet in the back courtesy of bad guy 'Mad Dog' Tannen. All well and good so far but the game itself consists solely of saving a damsel in distress before her horse drawn cart tumbles into a ravine, a bit of pistol practise, throwing pies at the Tannen mob, and running along the top of a train picking up logs! Fine if you've seen the film, a bit nonsensical otherwise.

Once into the game however, continuity takes a well deserved back seat. There are four sections to the game: a bit, two side on where you have to jump over rocks/pits and dodge flying pieces of furniture and the like, and two with an overhead view where you have to weave your way through battling cowboys and indians. Although relatively simple in concept, both will have you cursing your keyboard and your co-ordination as the deceptively straightforward obstacles trip you up again and again. Indeed simplicity is very much the key with BTTF3, the remaining three sections all operating on the premise that the easiest to understand challenges are often the most enthralling, something that's certainly very true where the pie throwing's concerned. The only drawback with this however is that once you've been through the entire game there's little to tempt you back for a repeat performance apart from the thrill of going through the motions, the sequences and scenarios eventually becoming more familiar than a Spielberg storyline. The pistol practise, which comes in the form of shooting a selection of targets at a fairground booth.



And as they near two furlongs from home, it's Doc sofely over tre canyon.....











IAhm a-comin' to get you boy. Can you get through the town?

scores

GRAPHICS	72
SOUND	69
PLAYABILITY	85
LASTABILITY	60
OVERALL	79%

Ian Watson

An accomplished conversion of the film, that won't keep you glued to your seat. Nice in parts but far too lightweight and bitty

PREVIEWS

3-D Construction Kit

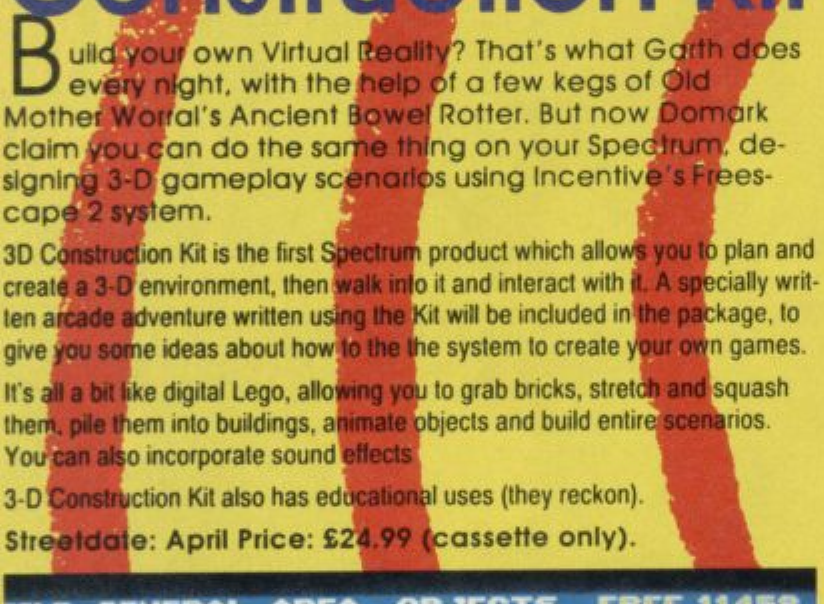
Build your own Virtual Reality? That's what Garth does every night, with the help of a few kegs of Old Mother Worral's Ancient Bowel Rotter. But now Domark claim you can do the same thing on your Spectrum, designing 3-D gameplay scenarios using Incentive's Freescape 2 system.

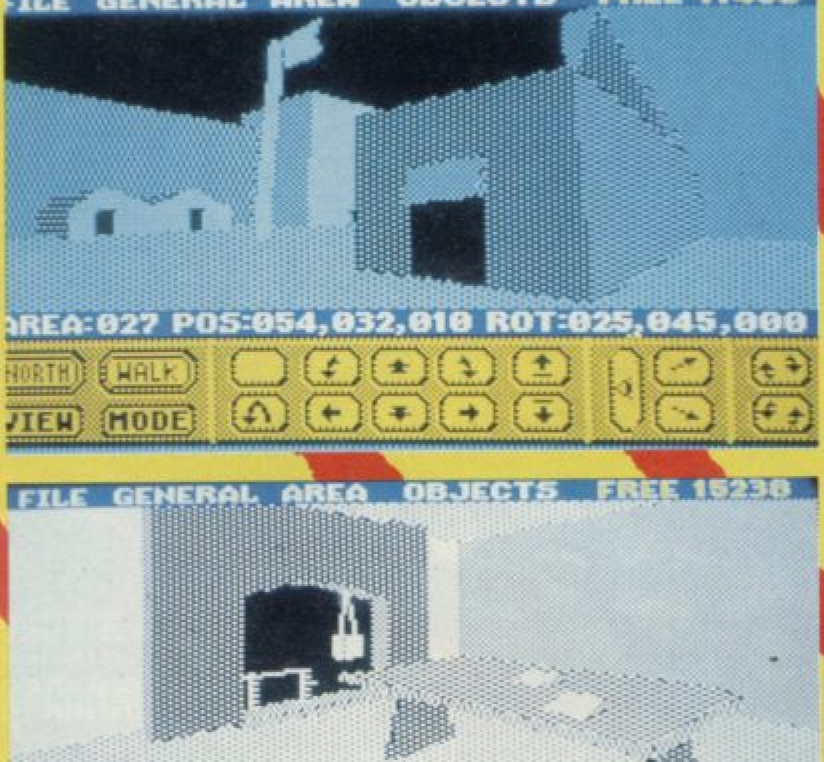
3D Construction Kit is the first Spectrum product which allows you to plan and create a 3-D environment, then walk into it and interact with it. A specially written arcade adventure written using the Kit will be included in the package, to give you some ideas about how to the the system to create your own games.

It's all a bit like digital Lego, allowing you to grab bricks, stretch and squash them, pile them into buildings, animate objects and build entire scenarios. You can also incorporate sound effects

3-D Construction Kit also has educational uses (they reckon).

Streetdate: April Price: £24.99 (cassette only).





GODFATHER III

"Wuh-wuh-wuh-wuh-wuh!" (Or, translated from the Brandoese, "US Gold are gonna make you an offer you can't refuse!")

In the wake of the release of Francis Ford Coppola's final part of the Godfather trilogy, imaginatively entitled Godfather III, US Gold have announced a computer game version of the movie. In part 1, Marlon Brando as Don Corleone united the Mafia families and spread their tentacles throughout America; in Part 2, we saw in flashback his early life, and the story of his son's takeover of the Family. Now in Part III, cert 15, Al Pacino stars as Michael Corleone.

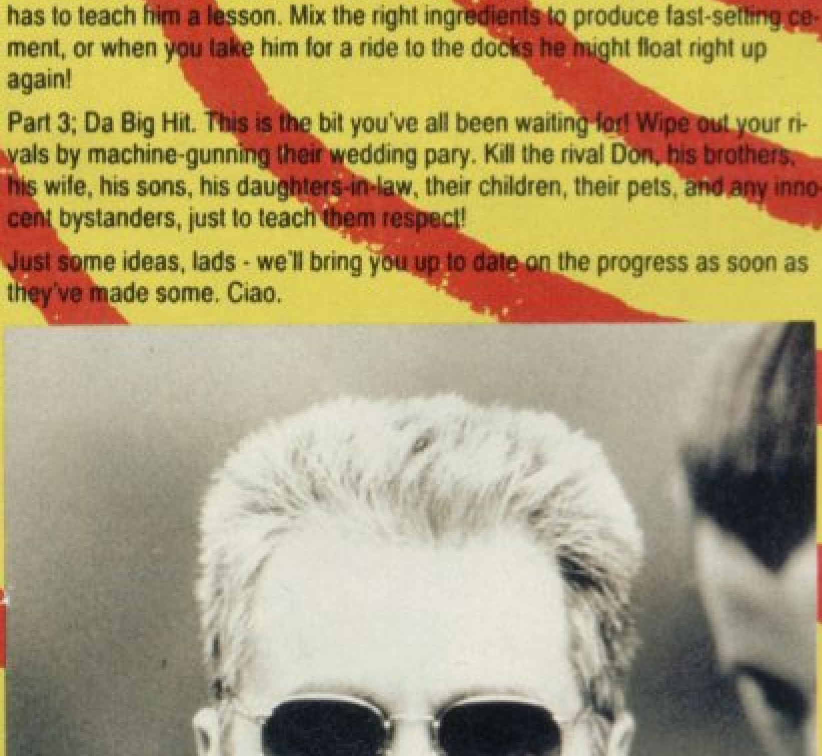
We don't know much about the game - let's face it, they probably haven't started writing it yet - so here are our suggestions as to how Godfather III could be translated to the computer screen!

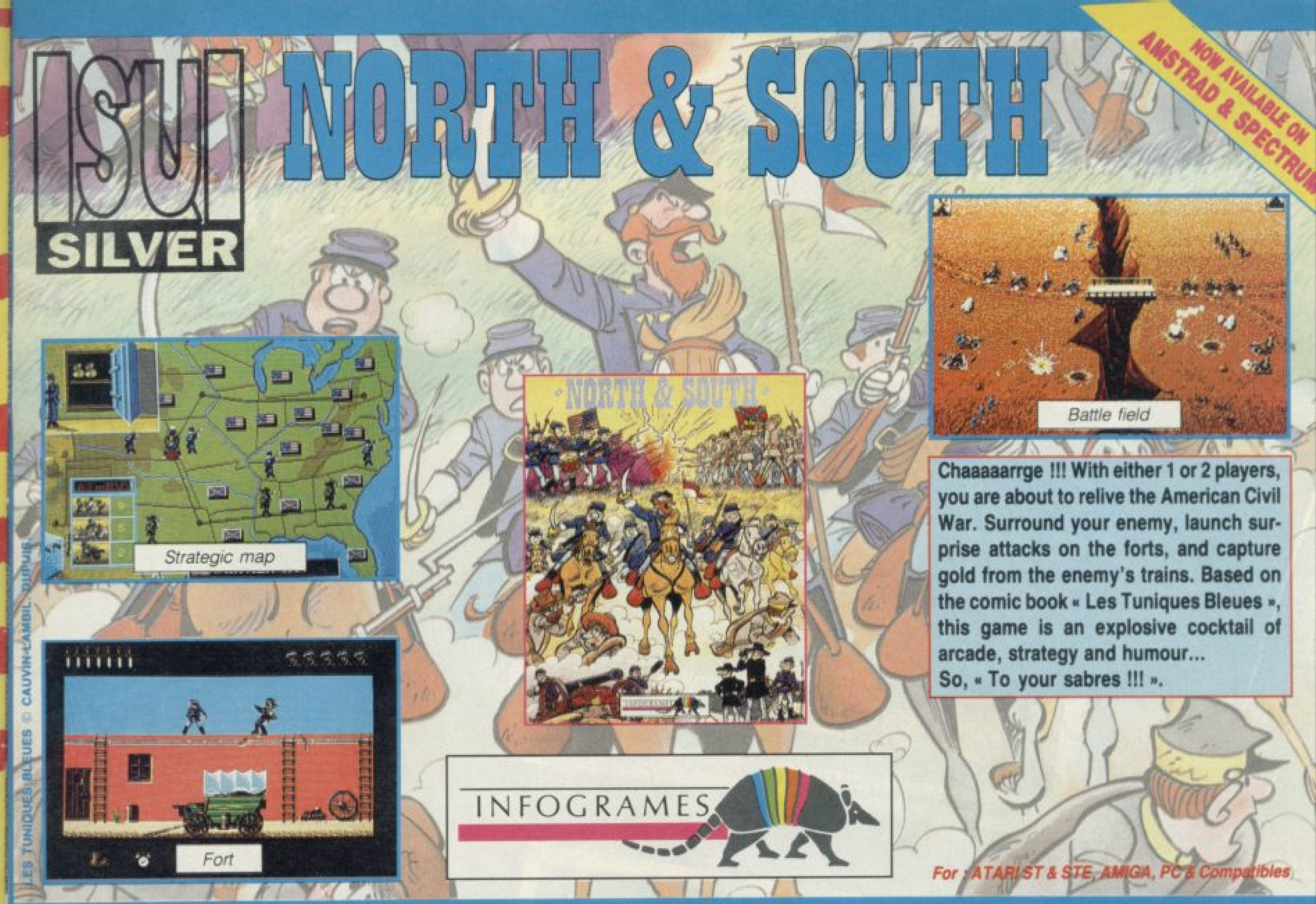
Part 1; You Eat-a Da Pasta! A huge and ever-increasing plate of spaghetti piles up in front of you. Wielding your fork, you have to keep eating to stop it spilling on the floor - fail, and you sleep with the fishes!

Part 2; De Concreet Shooz. A rival Don has stepped out of line, and someone has to teach him a lesson. Mix the right ingredients to produce fast-setting cement, or when you take him for a ride to the docks he might float right up again!

Part 3; Da Big Hit. This is the bit you've all been waiting for! Wipe out your rivals by machine-gunning their wedding pary. Kill the rival Don, his brothers, his wife, his sons, his daughters-in-law, their children, their pets, and any innocent bystanders, just to teach them respect!

Just some ideas, lads - we'll bring you up to date on the progress as soon as they've made some. Ciao.





SILVER
NORTH & SOUTH
NOW AVAILABLE ON AMSTRAD & SPECTRUM
Strategic map
Battle field
Fort
Chaaaaarrge !!! With either 1 or 2 players, you are about to relive the American Civil War. Surround your enemy, launch surprise attacks on the forts, and capture gold from the enemy's trains. Based on the comic book « Les Tuniques Bleues », this game is an explosive cocktail of arcade, strategy and humour...
So, « To your sabres !!! ».
INFOGRAMES
For : ATARI ST & STE, AMIGA, PC & Compatibles
LES TUNIQUES BLEUES © CAUVIN-LAMBIL DUPUIS



IN CRYSTAL COLLECTION INFOGRAMES PRESENTS
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« The echo of lights on the walls of silence »
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▲ SCREEN EDITOR
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▲ UNIQUE GAME PLAY
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Review

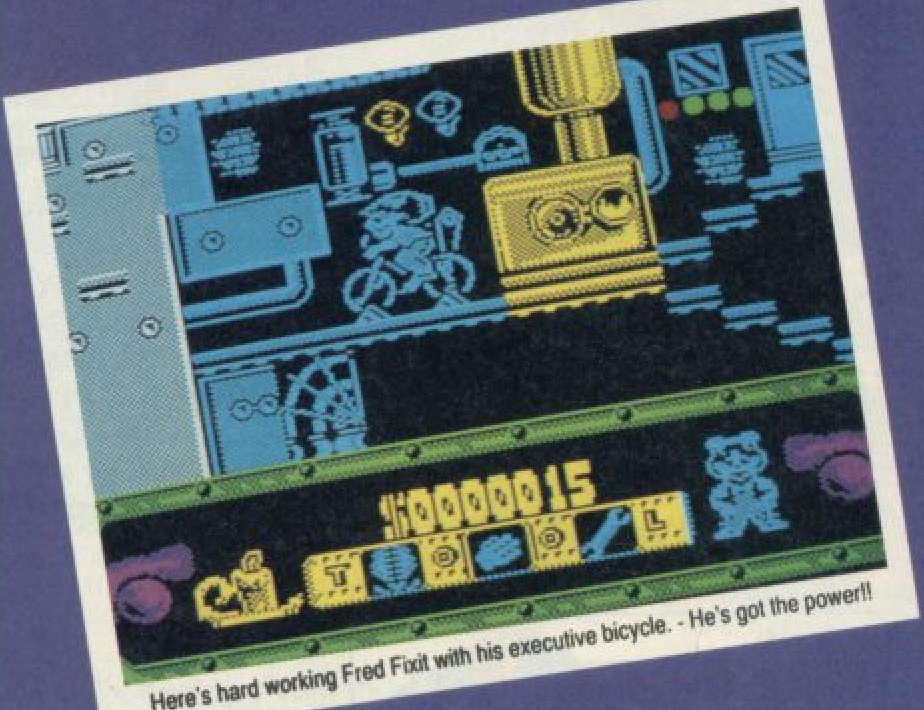
NIGHT

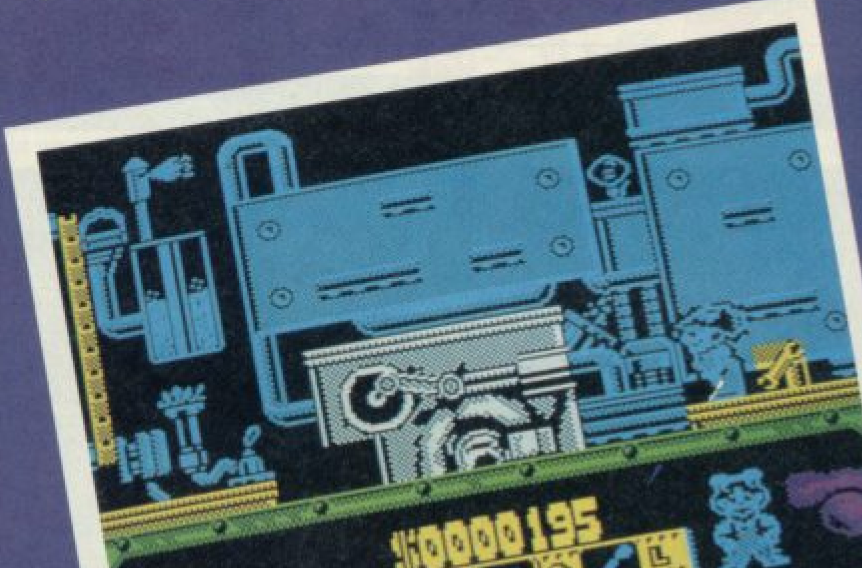
Good job opportunities are not so easy to come by these days - unless you happen to land a job with Industrial Might and Logic.

In US Gold's latest offering you are an employee with a mission. The factory makes dolls by heating resin, and using conveyor belts to get the heads and bodies to the bonding unit. The output of the factory is totally automated and it's your task to make things run smoothly and increase output. If you do, you'll be increasing your own imput of large houses, fast cars and all the other trappings of success. (Except ulcers, playing golf and being extremely boring and taking about yourself a lot!)

Industrial Might and Logic, have equal opportunities; you decide to be either male or female at the start - an opportunity denied the rest of us without the recourse to expensive and painful surgery.

As Fred or Fiona Fixit, you must rectify the lack of pro-


Here's hard working Fred Fixit with his executive bicycle. - He's got the power!!


Here we are at the top of the beast where there's a spanner to pick up.

GAME
Nightshift

LABEL:
US Gold

CODE
John Mullins

MEMORY:
48K/128K

TAPE:
£10.99

DISK:
N/A

LEMMING FAX

Peruvian lemmings can live a long time but usually don't because they tend to throw themselves off cliffs in large numbers.

No-one is quite sure why, but it has been suggest by a Dr Anthony Appleton that the sea reminds them of their mothers and it is an uncontrolable urge to be reunited with them that drives them to committ suicide in such large numbers.

It has also been suggested that Dr Appleton is nothing more than a cheap con-artist and has been getting fat for years doing lecture tours of Britain expounding his theory to vast numbers of suicidal lemming keepers.



scores

GRAPHICS	85
SOUND	82
PLAYABILITY	87
LASTABILITY	89
OVERALL	88%

Garth Sumpter

You'll just hampster buy this. An involved game, that's addictive, and humourous once you've taken the trouble to get into it. Mice one!

TIPS

On the first level you must get on the bike and pedal to make up some power for the generator. The more power you put in, the faster the two lights flash.

Make sure that all the jacobs ladders are moving the same direction, (i.e. clockwise or anti-clockwise,) then the heads and bodies should all arrive at the binding machine at the right time.

Go to the top of the 'Beast' and light the bunsen burner to heat up the resin.

On level one, the bolt at the top of the machine is loose, (it bobbles around). Tighten it up with a spanner.

Now go left and kick the plug into the socket by push-

SHIFT

ductivit, at the automated factory by leaping around the massive machinery and making sure that the Beast runs like clockwork.

To do this you have your trusty toolbox containing the seven tools at your disposal - your hands for pulling switches and turning valves; spanners for tightening bolts that come undone; matches which you need to light the Bunsen burner that heats the resin; an umbrella which you can use to get from the top of the Beast-like machine to the bottom quickly and a balloon to get you to the top. The last two items seem unlikely things to find in a toolbox; a Venus Fly Trap and a vacumn cleaner. Use them to get rid of the ruddy annoying lemmings that turn up to trouble you.

It's a very complicated game; you must make sure that each production process is fully working in order to produce your dolls. But, it's highly entertaining. The graphics are good and colour has been used selectively to good effect. And with 30 levels of the machine to uncover, should keep you working at it for hours - even into your own Nightshift.

ing left/right and down on the joystick and the production process will begin.

After every three or four levels, new parts of the machine will uncover themselves and after two levels you must also paint the dolls. The colour is shown on your jobsheet and where necessary (e.g. Green) you must mix it into the Vat using the switches on the Red, Yellow and Blue paint tubes.

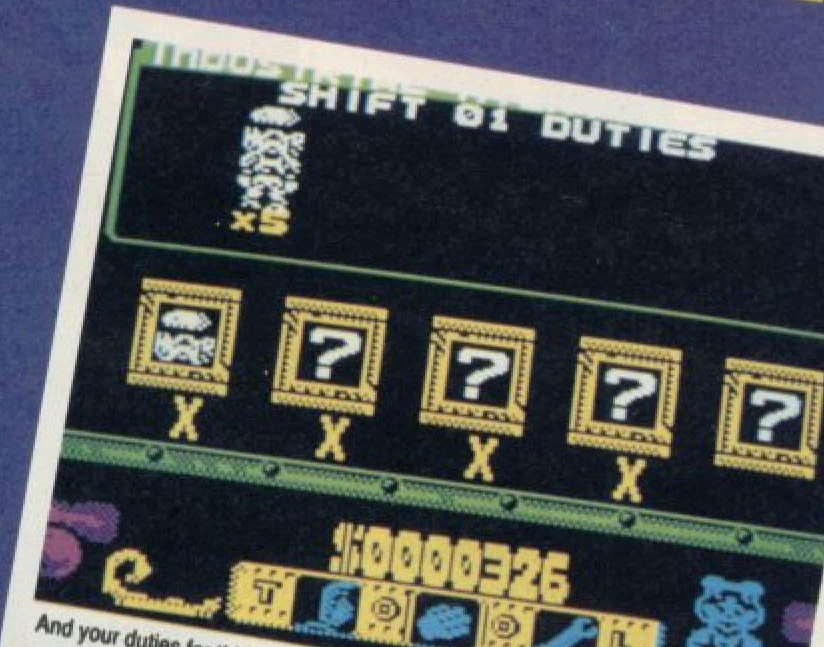
If an unwanted colour is in the Vat, use the toilet chain to flush it out.

The hourglass gives you extra time and the $ gives you overtime cash.

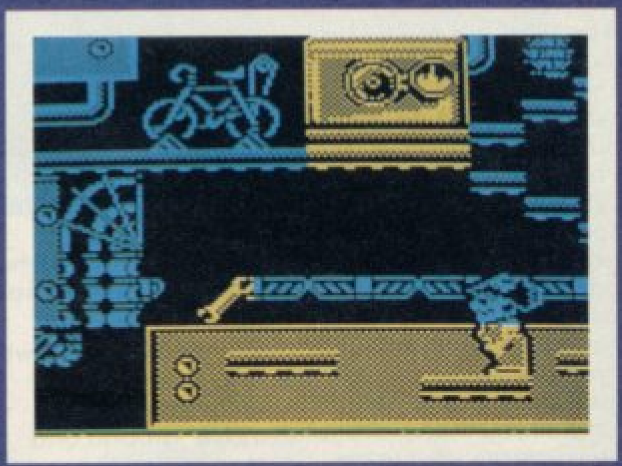
Don't use the umbrella or the balloon on early levels - you REALLY need them later on.

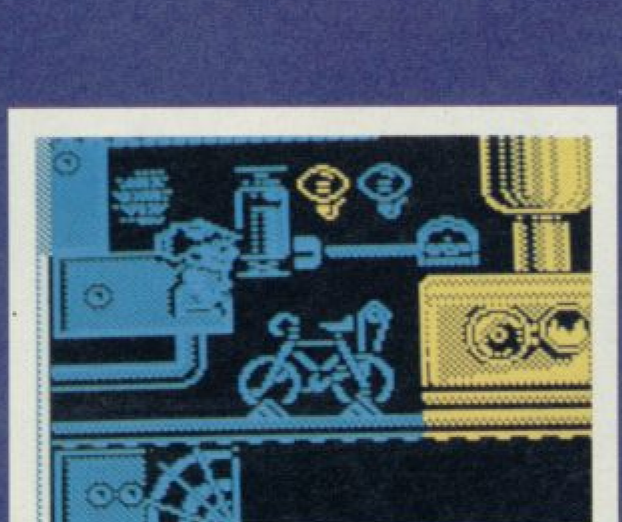
BUGGER OFF LEMMINGS!

The lemmings are a pain in the ankle for you. Jodee lemming, will attach herself to your legs (down Shep!) and hampster your progress. Her friend Cliff Lemming, who only appears on later levels, just runs around reversing conveyor belts, turning switches and generally really doing things that aren't mice. Get rid of both of them by using either the vacumn cleaner or the Venus Fly Trap and if Cliff's one the scene, get rid of him double quick!



And your duties for this evening are to produce five white coloured dolls. Easy





Review



Hey, I like this. I especially like the use of the cuddly lemmings. The game is disasterously complicated however, needing you to spend some time with the manual before playing.



Andera's comment:

Oh, aren't they just so cute? I've never been especially fond of rodents and Nightshift's switches, buttons and levers is a bit complicated for me. But there's a lot there and the little bit I've seen - I like.

NORTH & SOUTH

SU SILVER

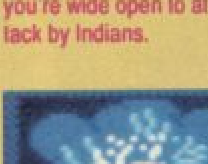
Review



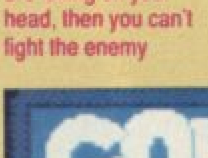
INDIANS!! - Yes, if you fancy a taste of the old west then just select this option and you're wide open to attack by Indians.



Fancy a bit of stormy weather? If raindrops are falling on your head, then you can't fight the enemy



Need something to reinforce parts of your army that other European supply ships can't reach. Clicking on this icon will have a boat drop men and guns to however occupies South



If you click on this icon then it toggles the game between arcade style where you control the battles yourself and strategy where all conflicts are resolved by the computer.

LABEL: Infogrames

MEMORY: 48K/128K

TAPE: £12.99

DISK: £17.99

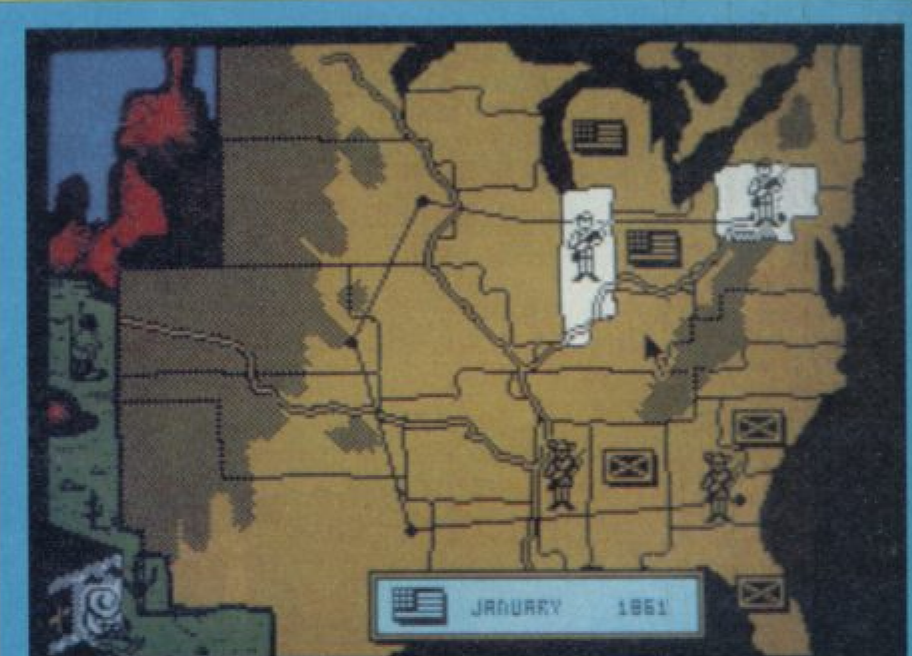


Andera's comment:

I just love the pretty graphics y'all. It's just such a shame that they didn't have any of those Southern women in those fine lace dresses with the bustle

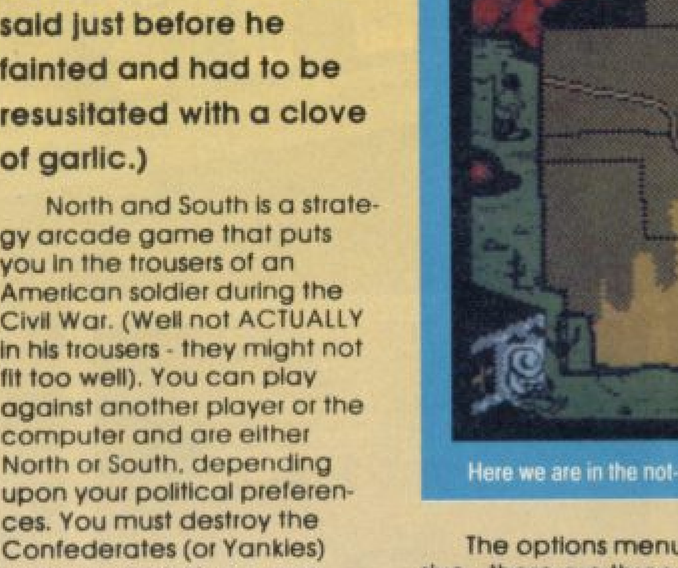
Sacre Blu! C'est formidable. Only last month, Infogrames picked up a an SU Gold award! ("Mon dieu", he said just before he fainted and had to be resusitated with a clove of garlic.)

North and South is a strategy arcade game that puts you in the trousers of an American soldier during the Civil War. (Well not ACTUALLY in his trousers - they might not fit too well). You can play against another player or the computer and are either North or South, depending upon your political preferences. You must destroy the Confederates (or Yankies) and can start at any year bewteen 1861 and 1864 and the map of America, will show you the correct historical state of the battle at that time and all you then have to do is to unsheath your sabre and charge!



Here we are in the not-so-United States of America; the Confederates ready to go!

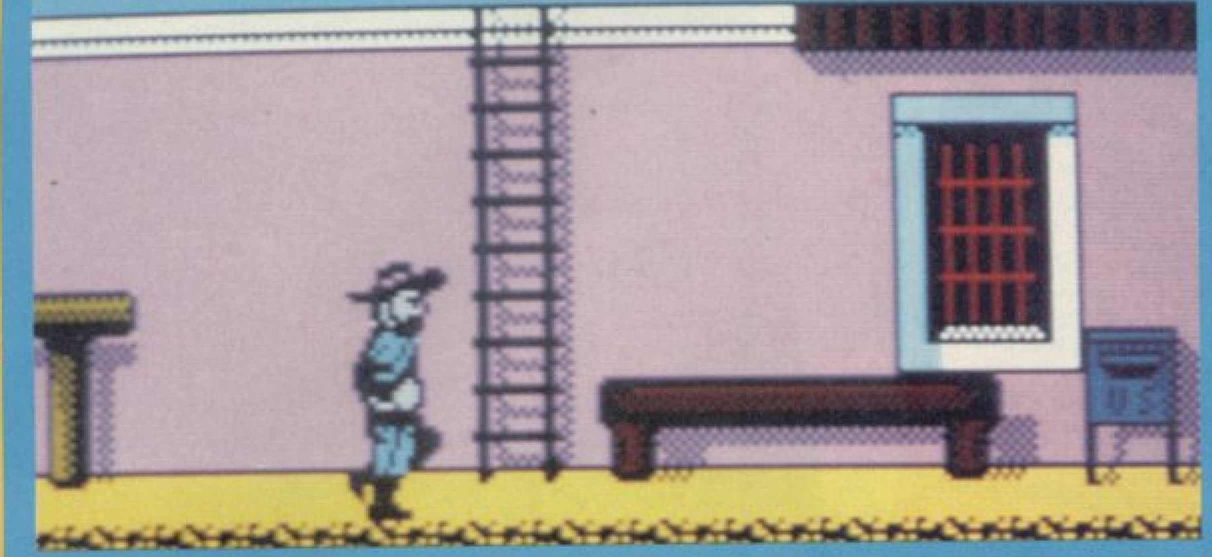
The options menu is extensive - there are three optional dissaster scenarios; indians which may attack at any time, storms which move around and stop all fighting and european reinforce-



Captain Stark leads the attack for the North. Damn Yankies!

Free the slaves and get your own back Colonel Saunders' chicken worrying antics!











At the bottom of the difficulty level we've got Captain Stark for the North who'll soon sort out the South's Corporal Mathias.



Once you start looking for more of a challenge you can try playing Sergeant Chesterfield who's almost an armchair soldier.



Now that you think that you're brilliant, just try playing with the North's Corporal Blutch. He still thinks that foot soldiers are an infantry of midgets.

ments which are dropped off to whichever side happens to own South Virgina (Lordy, lord, I just love y'all walking through my lounge!)

North and South is a great game that will cover all options for both arcaders and strategists alike, thanks to the optional strategy mode where the computer determines the outcome of battles. There's a wealth of fun to be had here so, as they say in France, "Allez!"



scores

GRAPHICS	88
SOUND	86
PLAYABILITY	90
LASTABILITY	84
OVERALL	86%

Garth Sumpter

This is a really great game involving your trigger finger and putting your grey matter to the test. "Formidable" as the French say!



Review

FACTS

The American Civil War was a conflict between 11 southern states known as the Confederate States of America and the US Federal government.

Because the 11 Confederate states had attempted to secede from the Union, the war was known in the North as, "The War of Rebellion". In the South however, it was known as "The War between the States."

The Civil War was a crucial event in American history - it was fought for total objectives. The restoration of the Union or the independence of the South. There was no scope for concessions.

The cause of the war was the North's refusal to recognise the independence of the Southern states. A ridiculous reason for bloodshed that would never happen today? Just look as far as Lithuania in the USSR.

The real, and underlying cause however, was in the social and ecconomic divisions between the North and South. The North of America was industrialised and didn't rely on slave labour; the South American plantation agricultural system did however. The North therefore came to identify the use of such labour as distasteful, whereas in the poorer South, the ecconomy relied on it.

The war was decided when the question of expanding slavery westward into the new states came to a head. War began on 12th April 1861 when the Confederates opened fire on Fort Sumter (eh?) in Charleston. It was the first time in history that a Sumter had been fired upon. (But not the last!)

TELL IT TO GARTH

REIGN DOWN IN AFRICA

Dear Garth, I read S.U. when ever possible your issue 106 came out down here early Jan, very late Dec so I was really narked off when I couldn't enter that Turtle competition. But other than that your mag is simply bodacious, I mean totally awesome. I know nothing about mags like YS and Crash but I doubt they even come close. (If they were even half as good I'll believe it when I see it). However I did notice you guys don't have a Spectrum high scores table to see who really is the best of the best. Think about it.

The thing I really want to ask you is if it is possible for me to buy games from guys like Soft Options and Castle computers and receive them in working order. If not what can I do then?

Nuno Ceitil, Glenanda, South Africa

- *It's nice to hear that our overseas readers are pleased with the mag and just to show that we're always in touch with readers' needs, if anyone wants to have their high scores printed then just pop them onto a postcard and send them to SU High Scores, Priory Court, Farringdon Lane, London, EC1R 3AU.*

DRIBBLE TROUBLE

Dear Garth. After immense enjoyment of your previous "Six of The Best" tapes I ran home trembling with ecstasy and dribbling uncontrollably, clutching my copy of the "Gazza Demo" tape. I typed in load and waited patiently. Nothing not so much as a solitary beep. The tape is a dud, a blank, a red herring, a stooge, a real disappointment. Because of this I'm now a manic depressive moron, sitting in front of my computer all day long, just trying to load this tape again and again. Save me before it's too late, before my brain goes to hide in my underpants, send me another copy please!

P.S. Some Extra freebie software would definitely help me to recover a lot quicker. Oh come on, my knees are bleeding from all this begging.

Andrew Rhode (64.75) Honiton Devon EX14 OJD

- *I'm sorry, we don't give software to maniacs - unless of course they work on the mag (that's all of us then! - The SU Crew). But you can have a replacement tape if that will help you out but try not to dribble on this one.*

SIX OF THE BEST LEAVES ITS MARKS

Dear Garth, I think S.U. is totally brilliant especially "Six of The Best". I have reviewed all of the "Six of The Best,s" so far:

Six of The Best 1 90% - Top Game Rygar
Six of The Best 2 70% - Top Game Blackbeard
Six of The Best 3 82% - Top game Draconus
Six of The Best 4 91% - Top Game Bedlam

All of "Six of The Best" games are excellent I have even seen some of the games in the shops for 2.99. So S.U. is a bargain at 1.85.

Nicholas Harkins Luton London LU3 2HG

- *Hey, we always said you can't get better than a copy of SU, bristling with colour, the best reviews and the Six of the Best tape - and then we discovered The Great Eight. All for just 1.85. I still don't know how we do it! And neither does anyone else by the looks of it!*



YELLOW SPECTRUM

Dear Garth, I was flicking through the pages of the March 1991 issue when I came upon the Hacking Squad pages which showed so called "nifty" cheats for Pang, and Cabal, both games I have got and an itching to complete. But to my disgust neither cheat WORKED!!! Was this enough insult? NO! To add injury too, my computer turned yellow! Strewth. So Andrew Naylor and Paul Backhouse, brilliant on me! Welcome to the Squad as Ken (Garth) would say. Ciao.

P.S. A certain "Andy, my friend" Naylor sent in the cheat for Pang, yet in "Tell it To Garth" reckons it's crap. There's something to loiter on.

William Shepard Malvern Worcs WR14 4AJ

- *Ha! I knew that sooner of later someone would discover previously unknown Sinclair hidden ROM command that re-assigns the colour molecules of the plastic polymers contained in the packaging...*





TURTLEY CONFUSED

Dear Garth, I am writing to complain about a letter printed in "Connect" in an otherwise brilliant S.U. January issue. In it, a certain Brian Wilson reckoned he was the only person who could complete the Turtles game. That's a load of rubbish as both me and my brothers can finish it too. Also, he was complaining about the message printed at the end of the game. If he had half the intelligence of a tub of glue he would've known that the message was from Splinter and not one of the Turtles, so it does make sense after all.

Stuart MacLennan, Caithness, Scotland.

- Too true. And as one Turtle fan to another, Cowabunga dude!

HELPING HANDS

Dear Garth. Judging by the number of questions on games in the March issue (No. 109), it might be a good idea to have a section in S.U. something like Y.S.'s "CLINIC" or CRASH'S "HELP!" Anyway:

1) Robert Fellows wanted to get past the hand in "Where Time Stood Still". Try giving it the ham, that ought to keep it busy!
2) Mr. A Park wants a copy of "Three Weeks In Paradise ". Hmm, I've lost my copy so that's not much help. Maybe good old Garth could put it on the cover tape? (Please!)
3) James Bosson wrote in concerning problems with his +2's sound. If you've returned it and it still doesn't work, maybe the T.V.'s wonkey. Try it on a friend's T.V. to see if it works. (By the way, Darius is out under the name of DARIUS PLUS).
4) +3 Disks? Certainly, Ross Lawrence! Y.S. must have made a mistake, as +3 disks are still available... It's the +3 that isn't being made anymore! (Boo Hoo! It's all Alan Sugar's fault!) Hoped that's helped guys!

J.McConnell Belfast N.Ireland BT9 6JF

GARTH'S NOT TOO WELL 'COS I PUT WASHING-UP LIQUID IN HIS TEA! HA! - PHIL



MR DARLEK

Dear Garth,I claim to be the first to complete Exterminator. To prove it, the ultimate challenge is a garden and the final screen is a load of rubbish. It says: "Yes! You have proved yourself worthy for this. You receive a 500000 point bug destroyer Bonus!"Suck on that dude! P.S. Stuck on Batman The Movie? Enter your name as ED209 and hold it down during the game.

Mossman Wrenthorpe Wakefield WF2 OSS

WHISPERED RUMOURS

Dear Garth, Help Me! Can you tell me anything about the mysterious background of the legendary product "W.W.F.Wrestling." I've heard whispered rumours, but no solid evidence. So does it exist? I'd be grateful for any info. Thanks, byeee!

P.S. Please print this for three reasons
1) I write regularly.
2) I have nearly every ish.
3) S.U. is best.
4) Oops, there's four not three!

John Newby Sunderland SR4 7NB

- So you'd be grateful for any info eh? Well, the Republic of Gambia has a population of 787,000. The Iliad is a classic Greek epic poem contained in 24 books and attributed to Homer. Is that enough information for you? Oh yes, W.W.F. Wrestling is not available anywhere but if it's released by anyone we'll review it here first.

SUCK UP FOR SOFTWARE

Dear Garth, I am writing to tell you how my life has fallen apart. My parents don't see the point in computers or computer software. It took me about one year to save up for a second hand keyboard. I have six budget game and no joystick. I have four issues of S.U. and that is how I learnt of the free software. I would be very grateful if you would send me some new software.

Barry Phillips Gowrie Park Dundee DD2 4xB

- *If your parents don't see the point of computers OR games, then I feel that you're to blame for a lack of communication. Why don't you try talking to them? They're actually people as well as having to be your parents. If I receive a letter from them telling me that you're communicating with them, I'll send out the goodies, until then, it's up to you!*

Dear Garth, I am Writing to Suck Up For Software because Ocean games are beautiful, and they're my greatest pals. I take them where ever I go, I talk to them, and definitely play on them, I cuddle them a lot and always squeeze them.
Ocean are so fab they're mega dudes, and the brilliant sexy games, they're squeezy squeezy squeezy and cuddly cuddly cuddly. I've got to stop repeating myself myself. I love them so much, I couldn't loose the happiest things in my life; they're like sponge and I cuddle them all day long, but most of all I snog those gorgeous, lovely, sexy, passionate, Ocean games. What a thrill or what?

Richard White Renishaw Sheffield S31 9UG

- *You're really sick dude! Computer games aren't for kissing. I'm going to send you a game and a picture of Andrea to practice REAL snogging on!*

Dear Garth, I'm sucking up to you because there's a kid in my form at school who's always boasting about how he gets all the latest software and I can only afford a budget game now and again. So please, please, pretty please could you send me some software.

Lee Dyer Ashby-De-La-Zouch Leics

- *Phil sez: Mein Gott! I REALLY hate people like that! Who is he? Where does he live? Does he have any bigger brothers? Whilst I find out all of this, have the very latest and greatest (and most expensive) game on the market at the moment - North and South.*

Dear Garth, I have recently bought a +2 Speccy that I saved up for around a year. My pitiful pocket money just got me up to the amount I needed before Xmas. Now I am stoney broke and deprived of any decent software apart from T.M.H.T. which I can complete easily (a sad story huh). So seeing I'm still paying back borrowed money and S.U. is fab, radical, cool, amazing, hip and funky mag I wondered if you could chuck up some software in the post. (Ocean preferably).
P.S. I need a bog roll to wipe away the tears.
P.P.S. Do you know where my friend could get a copy of the Untouchables?

Aidan Bell Howle Shropshire TF10 8AY

- *Have a game you poor sod. But please stop blubbing as it get pretty nasty if you use up all the bog roll in the house.*

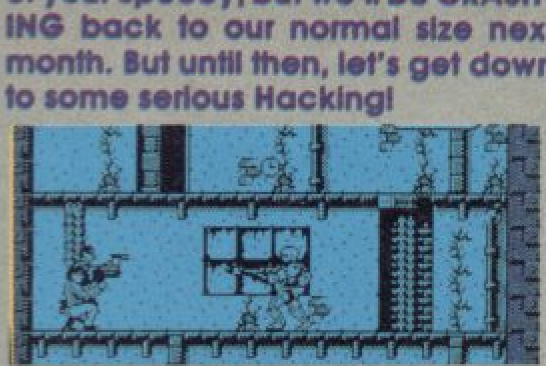
HACKING SQUAD

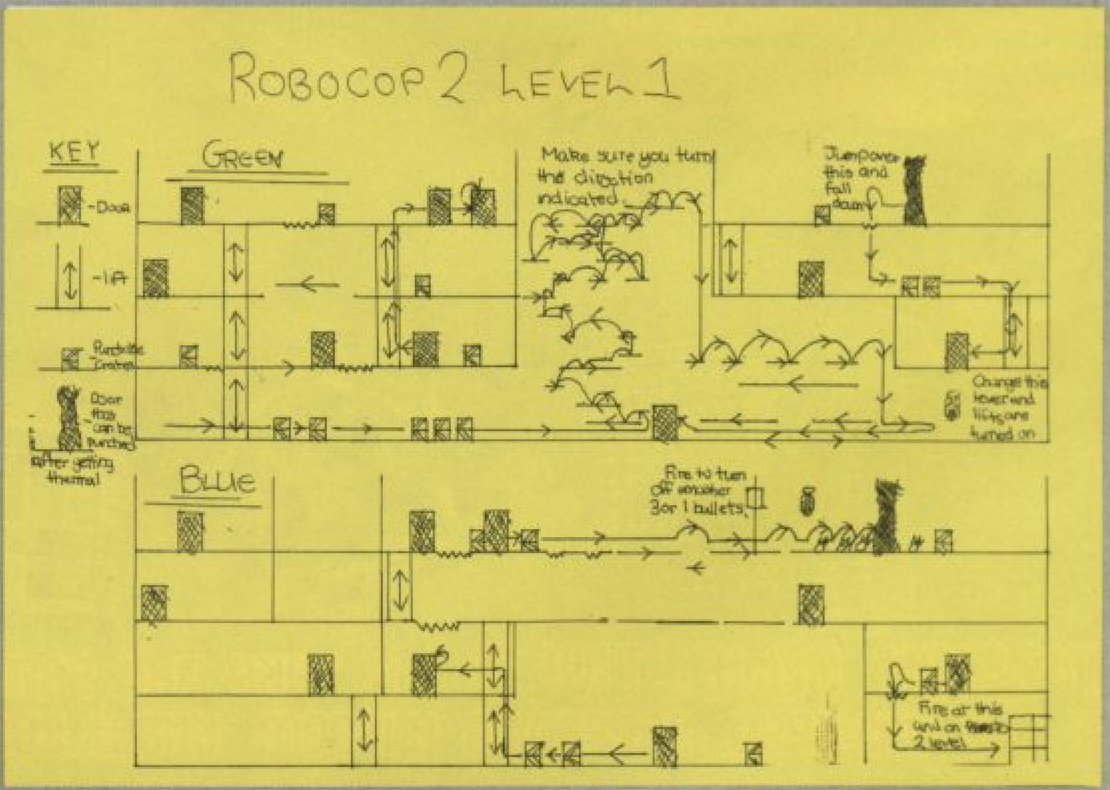




ROBOCOP 2

Yo! Garfo here and I must say it's good to be back in the Squad after all this time. But what's all this? Only three pages of the Squad? What has happened whilst I've been away? Well, we've now stuck lots of tips onto the tape so that you can get even more out of your Speccy, but we'll be CRASHING back to our normal size next month. But until then, let's get down to some serious Hacking!





Here's the definitive guide to level one of Robocop II as a lot of you seem to be having trouble just getting off the level. This fine piece of Hacking will see it's creative Hacker with a chunck of software - That's if they give me a ring 'cos they didn't put their address on it. We'll have the complete solution to the game next month in The Hacking Squad.

THE SAM MISSION

STARDATE...DECEMBER 1990...
Co-ordinates set for mission launch....
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STARDATE...JANUARY 1991...
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STARDATE...MARCH 1991...
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Send a large stamped addressed envelope to Mission H.Q. for further data . . . product range, software, specifications, prices and dealers.

Name ....
Address ....
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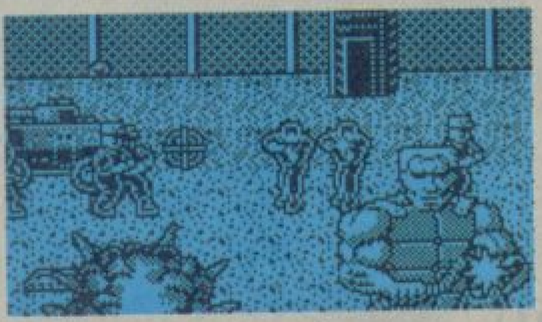
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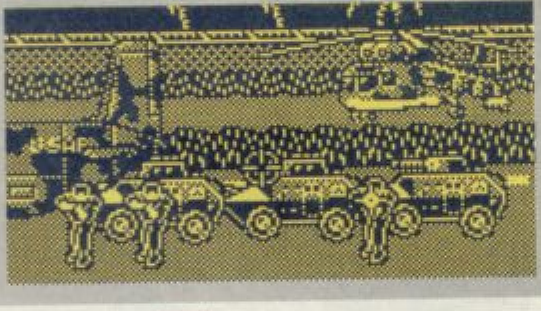


OPERATION WOLF

Being chopped up by a helichopper? Taken your last stand against overwhelming forces? Or perhaps the wolfs just lost it's bite. Well Operation Wolf fans prick up your ears 'cause you don't have to have bullets kicked in your face anymore. Hold down QWERT on the screen that says "Communication Set-up". When the game starts press T to skip a level. If you load the 128k version into your 48k you should start on level 6. Any problems and Jamie McConnel's your man! Thanks James!







INDIANA JONES AND THE LAST CRUSADE

Well 48ksters are in for an exclusive cheat as Robert Kemp writes. I'm not sure whether this cheat works on the 128k but any way hold down Break, Delete, Inv Video and True Video to jump levels. He also give us:

THE RACE

Hold down PITY and Space to get 99 secs instead of 45. Radical man!

YOGI BEAR AND THE GREED MONSTER

Hold down QWASDFG until the border goes white. When you start again you can not be killed and your supply of those luscious sweets never ever runs out (Ah every boys dream!). Thanks for those go to Justin King.

TURRICAN

Hold the game and hold down NOV. When you restart the game you will have 99 lives.

RUFF AND READY

On the menu screen hold down the keys PONDER and the space button. The border will go white and you'll have infinite lives (Oh the heart ache!).

SAIGON COMBAT UNIT

The password is STARLIGHT.

CYBERBALL

To gain 70 yards get possession of the ball from a kick off and run into your end zone. When you're tackled they don't get a safety but you get a 1st down on their 20 yard line!

DIZZY 2

On the title screen hold the keys POA and enter. At the start of the game Dizzy will move his arms press C and he will disappear. Use 2 and X (. K FOR UP AND DOWN) to select the screen to play on and space to play. Nice cheats Richard Booth.

ROBOCOP

A quick tip for you ROBO law enforcers out there. When on the second shooting range try to get a high percentage, otherwise you won't complete the OCP level. And here are the lift access codes for the 7th level(1)4 (2)14 (3)7 (4)40 (5)19 (6)8. Our thanks to citizen Gareth Bright for those.


the S.U CREW in "...enter the FISCH!"
STORY - ALAN DYKES
ART: STEVE HARMAN '91
the story so far...
HAVING BEEN DRAFTED TO PLAY FOR DANGER CITY SLUGGERS (last ish) TO REPLACE THEIR KIDNAPPED STAR, ROCKO SOCKO, GARTH NOW FACES A 'BROWN TROUSER' SITUATION AS HE ENCOUNTERS AN OLD ENEMY, ROBOMOP!
WE MEET AGAIN STUBBLE FACE!
PROD!
WELL AH... YES, THANKS MR MOP!
POW!
SMASH 'IM! YEAH!
BOO! BOO!
GARTH IS LIVING PROOF THE DESTROYER BOWL IS WELL NAMED...
SMACK!
POOR GARTH, HE NEEDS SOME SUPPORT!
STARTING WITH CRUTCHES AND A WHEEL-CHAIR!
MAKE WAY FOR ROBOMOP, CLEAN MACHINE
STOMP!
OOOF!
... IT ALL BEGAN A LONG TIME AGO WHEN GARTH HAD HALF (only half ? steve)
HIS BRAIN REMOVED AND REPLACED WITH THAT OF A MANIAC...
A MAN CALLED FISCH!
GRRRR! I'M REAL ANGRY!
I WANNA BREAK SOME-THING... LIKE YOUR HEAD!
SMASH!
BZZZZ!
BAH! ROBOT FIT ONLY FOR JUNKYARD!
BZZZZ
I'M IN PIECES BITS & PIECES
... THIS IS A STUPID GAME I WANNA STRANGLE SOMETHING CUTE AND FURRY!
AREA TASTEFULLY COVERED BY ARTIST
SLUGGER
HE NEEDS HELP!... HE COULD USE SOME Y-FRONTS TOO!
AND I ALWAYS THOUGHT GARTH WAS BOASTING!
WE'D BETTER FOLLOW HIM!
GOSH... COULD GARTH'S ALTER-EGO BE WORSE THAN ROBOMOP?
TUNE IN NEXT MONTH, SAME TIME, SAME PLACE



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HAMMERFIST
"The sprites are large, nicely detailed and well animated. There is plenty of colour and the action is fast and furious." ST Action
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"Graphically, Ninja Spirit is impressive. Parallax scrolling is superb, some of the best I've seen." RAZE ST.
VIGILANTE ™
"Vigilante is definitely one of the best beat-em -ups around" Crash 86%
"Plenty to fight and big fun...bits of skinhead all over the shop!" C&VG 81% SPECTRUM/AMIGA
GHOULS 'N GHOSTS ™
"Impressive...frustrating enemies, atmospheric graphics... You can't help coming back for more!" ST Action
"A highly rewarding megachallenge to keep you occupied for ages. Buy it now!" ZZAP 96% CBM 64
DYNASTY WARS ™
HAMMERFIST
NINJA SPIRIT
VIGILANTE ™
GHOULS'N'GHOSTS ™
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U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 625 3366.

RADIO DAYS

WIN A DESIGNER RADIO

50 Kixx games for the runners up.

Cor lummucks! Is there anyone out there who hasn't heard of the KIXX label's stunning offer on their budget software label? What! You haven't? Well just pull up a chair and let me tell you all about it.

You see, a little while ago, US Gold had a baby - well they didn't actually give birth as much as have an immaculate collection, a bit like Madonna really - but in their case the baby was a new label. They all loved their little one and it came to pass that the little one's mother, the virgin Donna, decided to call it Kixx (probably because of the little kicks it used to give her as it practiced Kung Fu and alien bashing).

And so Kixx was born, and as a late christening present, My Donna (yes, she's mine, all mine!) wants everyone to hear to news and so she's giving away a designer Marilyn radio so you too can hear the news do it in REAL style.

What do you have to do to win? Well, no doubt you all listen to the radio for the cool sounds that are played and so, all we want you to do is to match the following songs to their performers. Simple eh?

SONGS

1) Should I Stay or Should I Go?
2) Wiggle It
3) Hippychick
4) Do The Bartman
5) G.L.A.D.

THE ARTISTS

A) The Clash
B) Soho
C) 2 In A Room
D) Kim Appleby
E) The Simpsons

Now just scribble down the letter of the group next to the numbers 1 to 5 on a postcard along with which Kixx game you'd prefer if you're one of the 50 runners up to: **RADIO GA-GA, SU, 14 Holkham Rd, Orton, Peterboro, P62 0UF and get your entries in by 18th of April.**

Thunderblade, Last Duel, Vigilante Hunter's Moon Super Scramble TechnoCop Gary Lineker's Hotshots Hawkeye Quedex Games Winter Edition Barbarian II Outrun Delta Tiger Road

FREE GAMES

Choose your runner up prize from one of the following KIXX games.

Tenth Frame, 720 degrees, Auf Wiedersehen Monty, Blackbeard, Maurader, Mission Elevator, Rygar, Sidearms, Stardust, Titanic, Collosseum, Cybernoid, Hardball, Infiltrator, Krackout, Metrocross, Rolling Thunder, Samurai Trilogy, Silent Shadow, Trantor or Way of the Tiger.




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THE SORCERESS

Greetings mortals. You should be familiar with the name of Mandy Rodrigues who despite the surname, is as Welsh as Cardiff Arms park

Mandy is no other than the editor of Adventure Probe, a fanzine started in 1986 and still going strong. Both Mandy and the magazine are devoted to the noble cause of helping adventurers, wherever they may be, and I recently got a chance to quiz the esteemed lady herself (and no, we didn't talk about make-up once...)

Sorceress: Mandy, what was your first computer?

Mandy: Ah..well, it was a Commodore 64! But it didn't take me too long to realise that if I wanted to market my games with any degree of success that I should be looking for a Spectrum. It seemed to be a popular machine then, and it still is.

Me: What made you choose to write adventure games, rather than anything else?

Mandy: I prefer PLAYING adventure games! If you're an adventure fan, then writing adventures seems to be the natural progression. And, with so many adventure-writing utilities available, they're a darned sight easier to write!

Me: Do you still use the Spectrum?

Mandy: Well, I soon found out that GAC was just the type of program I was looking for, and although my collection of computers has grown quite a bit, the Spectrum still forms the largest part of my work as far as software goes. In fact, I have three old rubber-keyboard 48K's and have just bought a Plus 3.

Me: Which of your own games has given you the most satisfaction?

Mandy: So far I've written 3 adventure games myself, and the one that gave me most satisfaction, and still does, is Black Knight (this game, and others, are available from Mandy's company Atlas Adventure Software: the address is the same as Adventure Probe's, and will be found later on - me). I'm a bit of a history buff, so writing within a historical setting was very satisfying for me. Trying to find 3 or 4 different uses for a lance or a chastity belt

Me: You found more than 1 use for a chastity belt!?

Mandy: I did! That sort of thing seems more satisfying than trying to find 3 or 4 different uses for a laser gun or a transporter pad. The concept of magic seems to fit nicely into historical themes, and I like using spells and so on.

Me: Can you tell us about any future games of yours?

Mandy: After Easter, when I've finished some work for a major software house, I'll be able to devote more time to my own games. Until then...

Me: Fair enough. Adventure Probe now. You took over running it from editor Sandra Sharkey in 1988. What made you take the plunge?

Mandy: I had been a reader and contributor for some time, and when Sandra told me that she would have to give up the magazine for health reasons (she is now extremely healthy again! - me), I couldn't bear the thought of Probe not dropping onto the doormat every month. When Sandra asked me if I would like to replace her I was very uncertain about the whole thing, Sandra was a hard act to follow, but I finally decided to give it a try. And I'm happy to say, almost all of the original readers are still with us.

Me: What were your initial plans for the magazine?

Mandy: When I took over I really couldn't find anything that I wanted to change. It was a very successful magazine so I kept the format almost exactly the same. The only thing I did was to add clip-art to the pages, and the odd picture here and there within the reviews' section, Probe HAS evolved somewhat over the last three years, but I always try to act on the majority vote of the readers!

Me: Did you have any early disasters with Probe?

Mandy: Yes, and from time to time I still do! The February issue had 4 pages back to front, and I had to unstaple over 400 copies and redo the offending pages, collate them once more, and staple them again. I stayed up until 3am to make sure that I could post them off on time!

Me: And you did a good job! How much of your time does it take, producing the magazine each month?

Mandy: It's a full time hobby! I get, on average, about 20 letters a day, covering subscription renewals, contributions, requests for help, and so on. They all have to be dealt with! When it's time to get the magazine out I work from ten in the morning till six at night, have some tea, and then work on until midnight or so. As a wife and mother, I have to thank my family for their help!

Me: You're still supporting the Spectrum, I'm glad to see. Will this continue?

Mandy: As about 70 per cent of our readers are Spectrum owners, that machine figures a great deal in Probe. Also, there are a great deal of home-grown adventures for the Spectrum, so there's never a shortage of material. I think that the pages of Probe are the best place to find both new and not-so new adventures for the Spectrum, both in the software ads, and in our "In-Touch" section where readers can swap or sell the adventures that they have finished with. I must stress that these are NOT pirate copies, but genuine adventures that will not be played again and so, rather than gather dust on a shelf, another reader can have the pleasure of playing them. So the short answer to your question is YES!

Me: Good! One last question. What is your favourite Spectrum adventure game?

Mandy: That's difficult to answer, as I have two favourites, and both are by Level 9. One is Lords of Time, be-

READERS LETTERS

Alan McGinty, who hails from Birmingham in the West Midlands, former home of the late and not particularly lamented soap opera, Crossroads (anything less like an opera I have yet to see) writes about Crown of Ramhotep: I know I need to raise some money somehow, and I presume that I do this with the amulet on the gold chain. But how do I keep the amulet and still get the money? I know the amulet must be vital later on, and I don't want to get rid of it, so what do I do?

* *Well, Alan, you're about half-way there in your thinking, because the amulet on the gold chain is indeed your passport to money and riches. First of all, you need to remove the amulet from the chain, thread it on to the piece of string that I hope you've got, and wear it on the string. Then, you can take the gold chain to the jewellers, which must be some form of pawn shop, because you can sell the chain in return for some money. Be very careful, though, as you only just get enough money to finish the game successfully.*

Graham Holland, a chap from dahn sarf in a part of London known as Richmond Upon Thames (I went there once, ever so posh it is), is, like so many of us, having problems with inanimate objects that have minds of their own (videos, washing machines, those sort of things), as Graham writes: How do I get rid of the cleaning robot in the adventure game called Federation? I've tried kicking it and pushing it, and bribing it, but nothing seems to work. Help!

* *Never kick a robot, Graham, they're stronger than you. What you need to do here is think of people like Arthur Daley and Del-boy, who are often to be seen smoking huge cigars. If you do the same, the cleaning robot will be horrified at this invasion of the clean atmosphere, and will race off in a huff. Or it might be a minute and a huff, but it doesn't take very long anyway.*

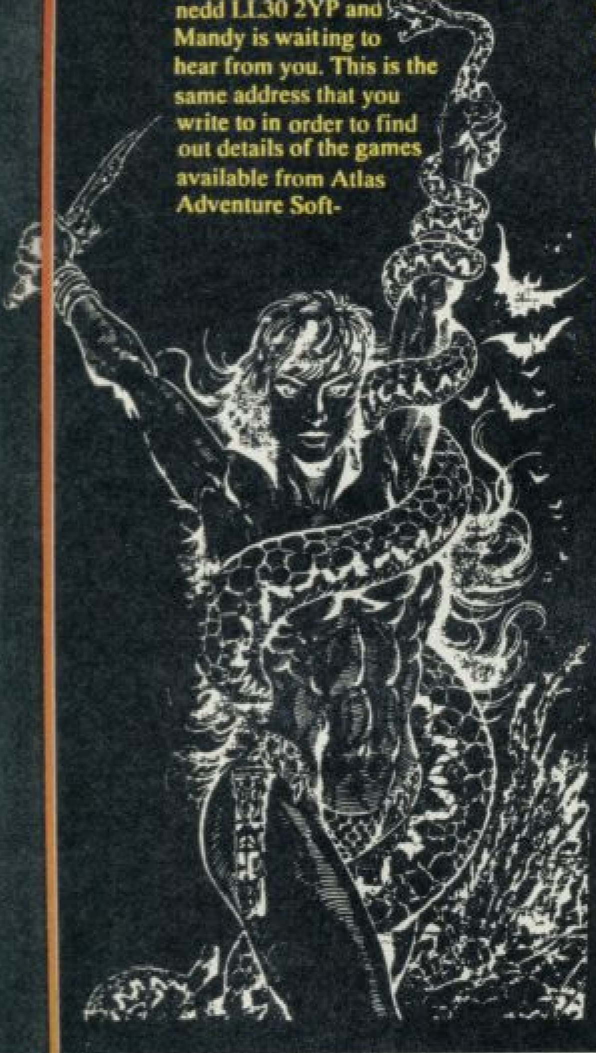
Frank Varey from Halifax in Yorkshire (ayup, lad!) writes: In the game Shipwreck,

cause of the "completeness" of the different levels and the satisfaction I felt at completing each of them in turn, and the other has to be Dungeon Adventure, a truly massive game that, once finished, left you feeling absolutely breathless!

Me: Mandy, thank you very much!

And now gentle reader, how can you possibly resist subscribing to Adventure Probe?!

My copy arrives every month, and I would not be without it. If you want to see a sample copy of the magazine then you can order the current issue for just 1.50 (52 pages in my latest copy - cheques, postal orders etc. made payable to Adventure Probe), and I guarantee that you will not regret doing so. The address to write to? Mandy and Adventure Probe live at 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP and Mandy is waiting to hear from you. This is the same address that you write to in order to find out details of the games available from Atlas Adventure Software, and there are some goodies amongst them, believe me. Magazines and adventure games, what more do you want from one address?! Byee.



The Sorceress - Geeting you started.

HIT:

(from where we left off): east, press 2, west, give coffee, read note, get pin, east, press 0, west, south, south, go shanghai, get token, out, up, look telescope, down, east, examine broad, give token, inventory, give beer (to broad), give bill (to barman), south, turn 7891, read envelope, north, west, south, go apartment, out, north, get tube, south, south, drop telescope and file, go ranch, get gun, examine gun, out south, shoot magu, south, examine door, insert blowtube, pick lock, south, hammer macdowell..the end!

CURSE OF THE 7 FACES:

(from the start): get note, read note, drop notes, get can, say slab, s, move slab, d, se, get pills, get keys, nw, u, n, say slab, e, s, s, e, ne, s, sw, nw, sw, e, ne, get torch, s, n, look in mirror, s, se, examine hole, get spade, sw, dig, get wand, wave wand, n, ne, get pole, sw, w, sw, get stones, s, throw stones, get knife, w, ne, e, insert pole, turn pole, sw, nw, cut sheet, get disk, ne, se, s, w, insert disc, get crown, e, turn pole, n, give crown...to be continued!

Pharoeh's Tomb:

(from the start): climb slope, get horn, n, get matches, n, move rock, y, enter tomb, drop matches, e, e, e, get cloak, e, rub lamp, get slab, w, get fan, s, s, get ice, d, e, stand on scales, w, u, w, w, get ring, n, open door, wear cloak, wear ring, enter tunnel, get matches, e, e, s, s, s, e, drop matches, w, n, enter tunnel, e, s, w, s, s, blow horn, drop horn, go through door, w, get rod, s, rub ring, get shield, s, e, w, n, e, e, n, n, drop cloak, drop ring, get key, get ladder, get candle, e, n, w, w, w, drop rod, drop shield, n, enter tomb, e, e, s, s, s, e... to be continued!

I think that you have to be able to light a fire near the end when you've got rid of the lizard by giving it the egg (just after you leave the beach). I've been carrying a burning stick, but the wind blows it out every time I walk past a certain place. So, assuming I do need to light a fire, how do I do it?

* *Well, Frank, 'appen as like not, reet gradely, aye, you can ignore the burning stick, because you'll never get it to light anything. You need to collect the driftwood that's lying handily about to build the fire, but don't try rubbing the sticks together to cause a spark. You don't evn need two boy scouts. Just use the glass that I hope you've found to focus the sun's rays on to the driftwood and, as that old saying has, bob's your uncle.*

Paul Halliwell, from Farnborough in Hampshire (no women this month, sorry ladies!) writes: I've been playing Prospector again, and keep trying to put my hand into that vase in the small back room, but I can't. I've found some soap in the kitchen, so I tried washing my hands and getting them all soapy, but that still didn't work. So what do you have to do?

* *Alas, Paul, so close and yet so far. If you soap the base instead of your hands, you can reach in and pull out... but I'll let you do it!*

THE BIG SLEAZE:

(from the start of part one): examine desk, get flashlight, n, get mac, wear mac, s, smoke, wait (until someone arrives and leaves you a cheque), get cheque, drop lighter, n, wait (until dog appears with some stuff), decode note, get cheque, get photo, n, d, unlock door, open door, s, s, examine car, climb into car, drop cheque, drop cheque, examine mac (a cunningly concealed crowbar drops out!), drop flashlight, climb out, get dynamite, n, n, u, s, s, put dynamite into hole, light fuse, n, wait (until you hear an explosiion) s, get gun, get battery, get key, n, n, d, s, close door, lock door, s, climb into car, drop gun, get flashlight... to be continued!

BEATLE QUEST:

(from the start) look, examine telephone, unscrew mouthpiece, look, take sugar lump, n, take test tube (leave the girl alone!), out, u, in, seach room, take spoon, fill test tube (with water), eat sugar lump (hmm! You now find yourself in a boat on the river... where's Lucy in the Sky?!), search boat, take binoculars, s, s, s, se, water flowers (with test tube), drop test tube, u, d, take marshmallow pie, eat marshmallow pie, e, n, take newspapers, make taxi (true!), in, n, out, n, give binocluars, n, w... to be continued!

AFTERSHOCK:

(from the start): take chair, e, e, examine lift, climb onto chair, remove panel, climb out of lift, d, s, w, switch off isolator, examine workbench, take torch, e, e, e, u, e, s, e, n (legion parade), take fruit, take meat, e, e, n, throw meat (to lion), e, throw fruit (to monkeys), s, examine litter bin, take bottle, n, w, s, w, take tv, n (darwin street), fill bottle with oil, w, w, s, s, e, s, s (scott street), d, switch on torch (now! or you die on next move) e, e, n, e, take handle, s, w, s, s, examine sluicegate, fit handle onto sluicegate, open sluicegate (rusty)... to be oiled and continued!

HAMPSTEAD:

(let's finish this one off, shall we?): At the estate agent's examine display, buy house, take deeds. At the cocktail party, get Pippa, take Pippa (ooh!), drive. At the car park, get car, go to St. John's Wood. At the mansion, drop car, ring bell, say "meet Chubby". In the study, answer "Marry Pippa", give memo, give report, go north, take car, go north, west and south until at Oxfam shop again. Here, drop car, go in, take and wear tracksuit, go out, take bike, take and wear clips, go north, north, east and east to Hampstead. Two mazes to watch out for: industrial es tate (n, e, e, ne, e, e, ne, n, take bracket, sw) and Covent Garden (from east end of Oxford Street go se, s, s, s, e, se, get Pippa, and reverse route to get out again). The end!

Dodgy Geezers:

(from where we left off) go north, southwest to the dark alley, north through it, northwest, northeast, get money. It's now Friday evening. Go west to the dark alley, up to the metal landing, and enter nightclub. The password is Swordfish, and you're in the club with Soapy and Tweedle. Buy round, answer nails to Soapy's question, buy round, buy round, east to function room with Soapy, buy round, buy round (and now you're on your own again). Go west, down, down to the dark alley, east, southwest, southwest, southwest, south (terminal street), southeast and Hang About (about 11 times!) until Friday night. Hang about (about 10 times!) until there's a flash of mirors and Mr Video appears...to be continued!

Red Moon:

(Mission Seven): take fan, n, e, e, d, se, s, open door, e, drop crowbar, w, cast extinguish (fire goes out), light lamp, e, take crowbar, w, u, remove grille, with crowbar, u, take necklace, d, d, w, e, d, open door, d, e, open door, se, sw, open door, nw, n, nw, e, nw, n, u, u, say humak (door bolt slides back), open door, out, n, e, s, dop crowbar, drop necklace, drop fan, score... should be 550/1000, and mission eight is next time!

The Boggit:

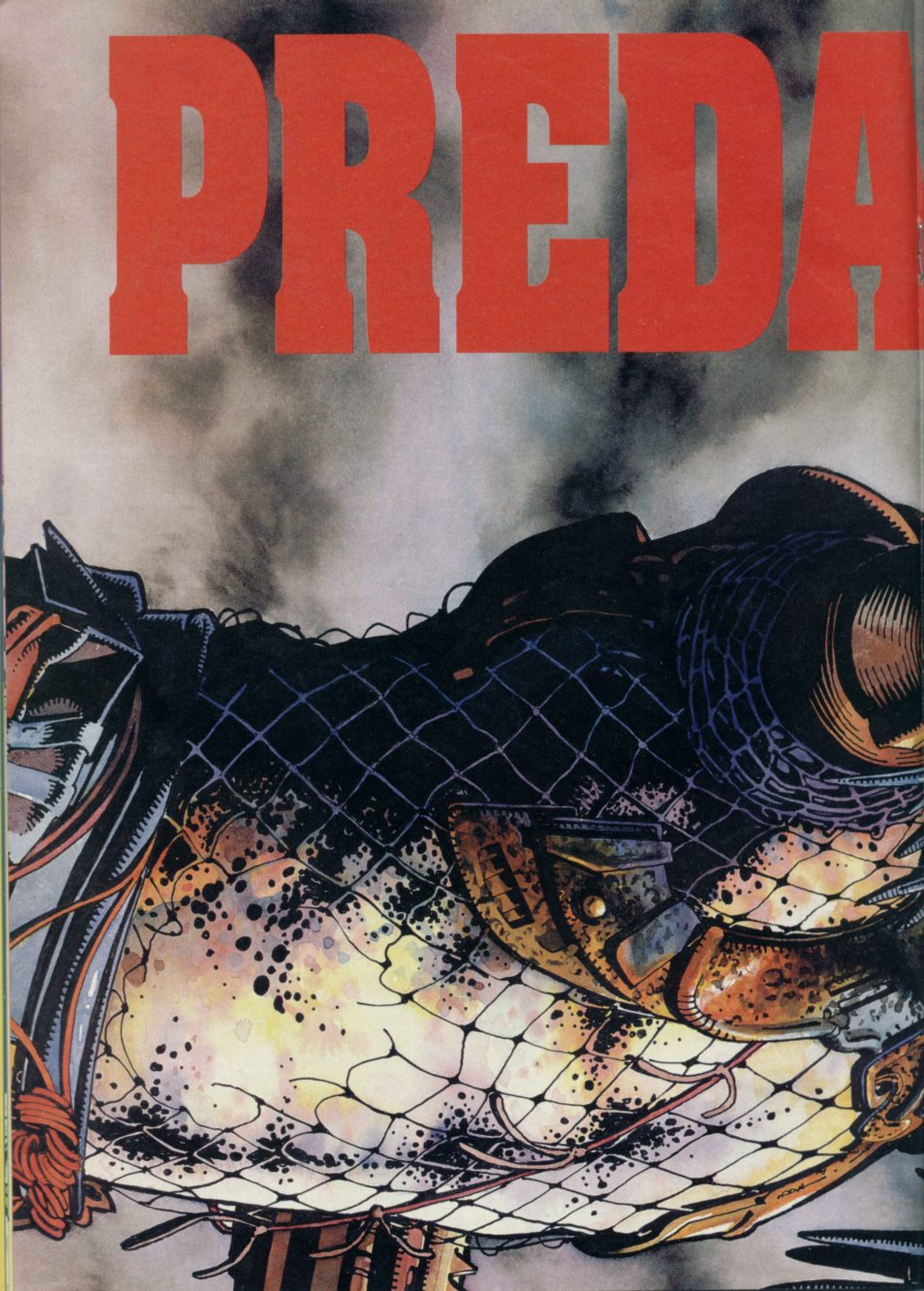
(from the start): wait (until Grandalf appears), take card, read card, take chocolates, throw chocolates through window, examine chest, open chest, climb into chest, take diary, read diary (make note of Fordo's birthday), drop diary (chocolate explodes outside, don't worry!), climb out of chest, close chest, s, examine bowl, use bowl (no comment!), examine cabinet, examine basin, n, examine door (locked, but remember Fordo's birthday), 29286 (door grows wings and flies open), e (answer question), nothing, drop card, n, talk to grandalf, say follow me, talk to thorny, say follow me, out...to be continued!

Labours of Hercules:

(from the start), n, n, n, (Eurystheus sets you the task of the Lion of Nemea), s, w, drop club, get knife, e, s, s, e, n, n, nw, ne, strangle lion, skin lion, get skin, get carcas, sw, se, e, n, e, get rag, w, n, get cake, s, w, get cymbals, get lyre, e, s, sw, s, w, n, n, n, give carcas (and get another task from Eurystheus for next time!)

Apache Gold:

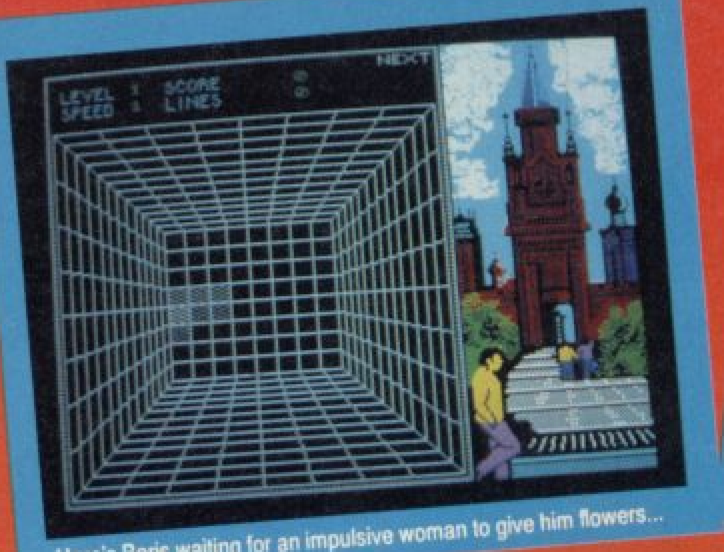
(from the start) start in wagaon, flick reins until you are captured, wear blanket to scare indian, leave tent to centre of Apache settlement, go w, collect handbag, exam water barrel, get lid, get spirit stick, return to centre, go s, collect pipe of peace and tomahawk, go to horse enclosure (central point for storing objects), repair wagon with lid, enter wagon, flick reins, go to water hole, heading e, get jar from Dr. Dodgy... to be continued!


PREDA

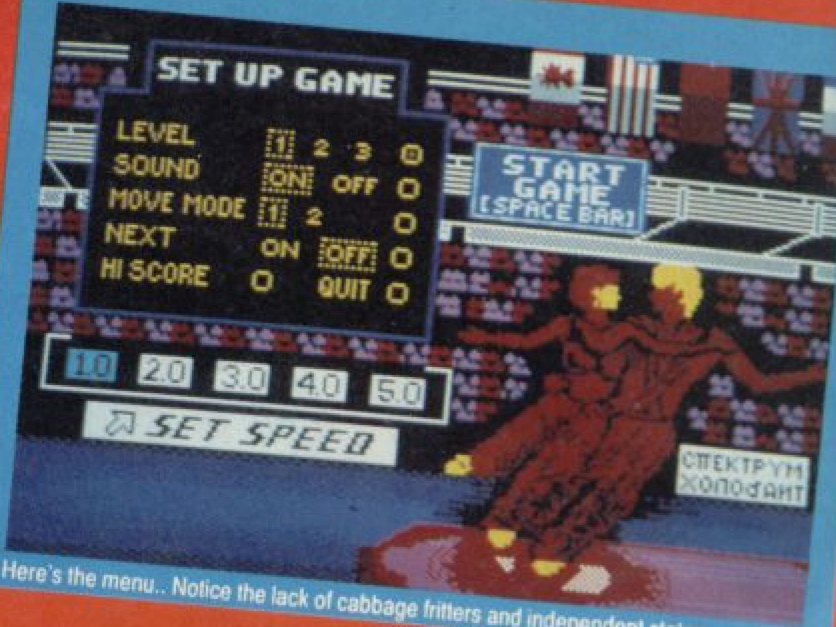


ATOR II

Review



Here's Boris waiting for an impulsive woman to give him flowers...



Here's the menu.. Notice the lack of cabbage fritters and independent states.

WELLTRIS

LABEL: Infogrames

MEMORY: 48K/128K

TAPE: £10.99

DISK: £15.99



To be completely fair and honest, I love Tetris and have spent many hours playing it on my Gameboy whilst under the drryer at the hair-dressers. But Welltris is a very poor cousin and I'd spend my cash on some-thing else.

If you're going to pinch someone else's idea, and not even go to much effort to hide the fact, the least you can do is improve on the original, in which case your caddish behaviour might be forgiven. Welltris, which if you haven't guessed is a shameless rip-off of Tetris perportrated by the game's original inventor.

In case you've forgotten, Mirrorsoft's Tetris, supposedly developed by Russian academic Alexey Pajitnov, involved coloured blocks falling down a tube. You rotate the blocks so that they fall in such a way that the tube fills up as slowly as possible; fill a level and the blocks disappear, and there are various bonuses for lining up blocks of the same colour and so forth. Sounds like a recipe for boredom to me, but thousands thought it was rivetting.

Pajitnov's sequel, Welltris, has exactly the same basic idea - it even has groovy Russian-style on-screen artwork, for heaven's sake - but this time you're looking DOWN the tube, into four-sided WELL - geddit?! Blocks of different shapes fall down the four sides of the well, theoretically multiplying the excitement by a factor of four. Well...

Before starting you can set the difficulty level, 1-3, the speed at which the blocks move, and choose whether or not the shape of the next block is displayed at the top of the screen. The set-up screen has a picture of a pair of ice-skaters, for some unfathomable reason.

As you play, displays show your score and the number of lines you have completed and removed from the bottom of the well. Using the joystick or key commands you can rotate the blocks as they fall, move them horizontally or drop them to the bottom of the well. Of course, the direction in which the joystick moves a block changes according to which wall it's on - if you get what I mean.

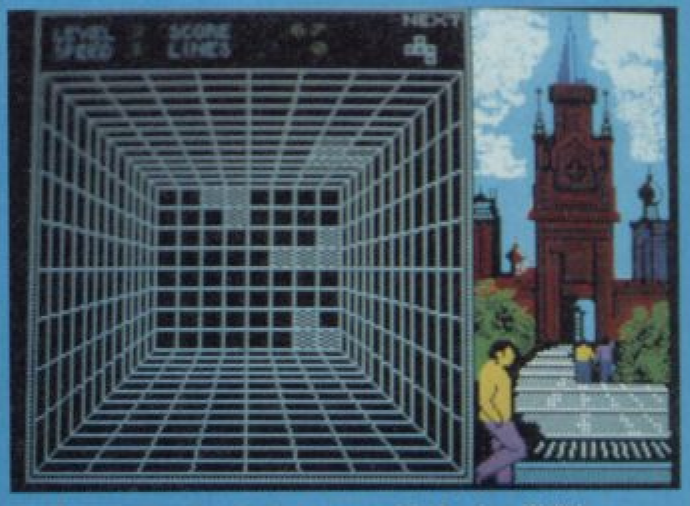
When a piece comes to a stop with one or more of its sections still on the wall, not on the floor of the well, that wall changes colour and becomes blocked. When they're all blocked, you lose. Alternatively, you can lose if pieces stack right to the top of any of the walls.

Now this all sounds as if it could add up to heaven on earth for the sort of demented dingbats who enjoyed Tetris - trouble is, unlike other versions of the game, in the Spectrum version the blocks are monochrome, not coloured. Since the grid is white-on-black too, the whole thing looks as boring as a Siberian landscape in the middle of winter. The artwork on the side of the screen - showing various Russian scenes and Pajitnov in his "dacha" - isn't enough to liven things up, and on the tape version you're stuck with a picture of the Kremlin all the time anyway.

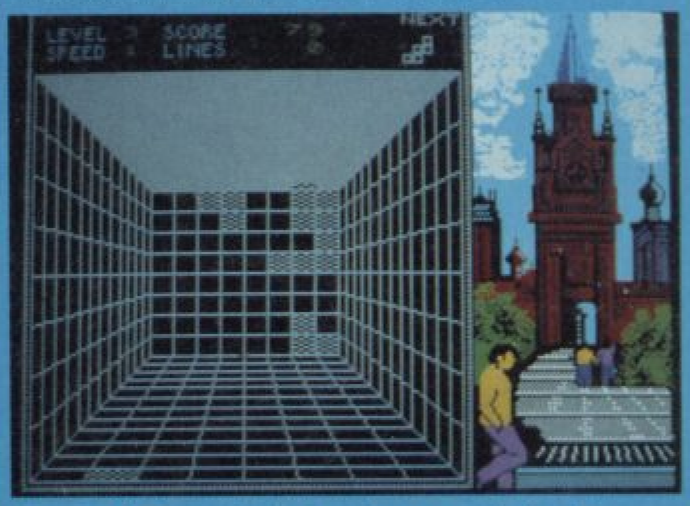
The sound is absolutely minimal, you have to go into +3 Basic to load the disk version, and there's a ridiculous protection system by which you have to type in the names of Russian republics from the handbook, after identifying from monochrome pictures of their flags. You try typing "Tadzhikistan" without making a mistake after three pints of vodka (and don't forget the capital letter!). The program thumbs its nose at you, and crashes after the second mistake - in fact, it even crashed once when I was utterly, utterly convinced I had typed the code-word in correctly.

Even allowing for the fact that Welltris is not my kind of game, this is a pretty poor effort which will do nothing to contribute to glasnost.

Phil Fisch



And Boris is still waiting for that woman whilst he plays Welltris.....


What does he expect when he doesn't use a spray deodorant?

Scores

GRAPHICS	45
SOUND	32
PLAYABILITY	47
LASTABILITY	47
OVERALL	45%

Chris Jenkins

Perestroika or not, this load of old Russian cabbage won't contribute anything to East-West relations

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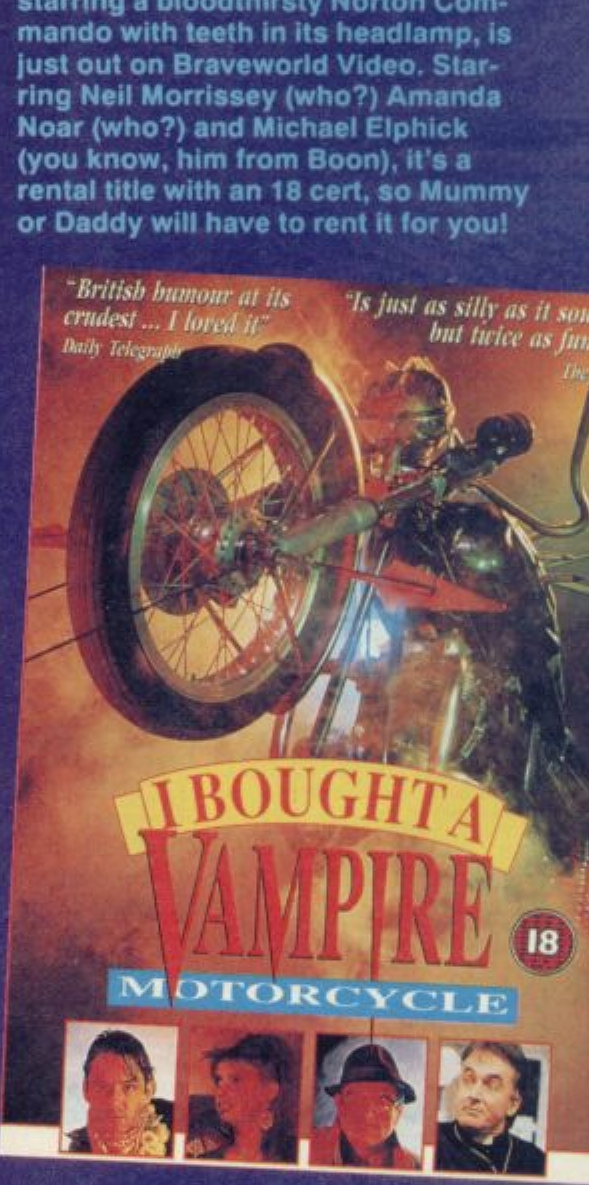


spooky shock horror!

Fancy a really spooky evening? Treat yourself to a session listening to the Essential Death and Horror Sound Effects CDs from the BBC, available from all sinister record shops. Part of the enormous BBC sound effects library, Death and Horror consists of macabre and scary effects under headings such as Execution and Torture, Creaking Doors, Accidental Death and Nasty Animals. With over 50 minutes of nastiness on each, they're the ideal way to scare yourself witless, although they're intended to be used in amateur videos and sound sampling. (Fact - some of the more gruesome effects were achieved by chopping up lettuces with machetes, which left the engineers with plenty of leftover coleslaw for their lunch...)

spooky 2!

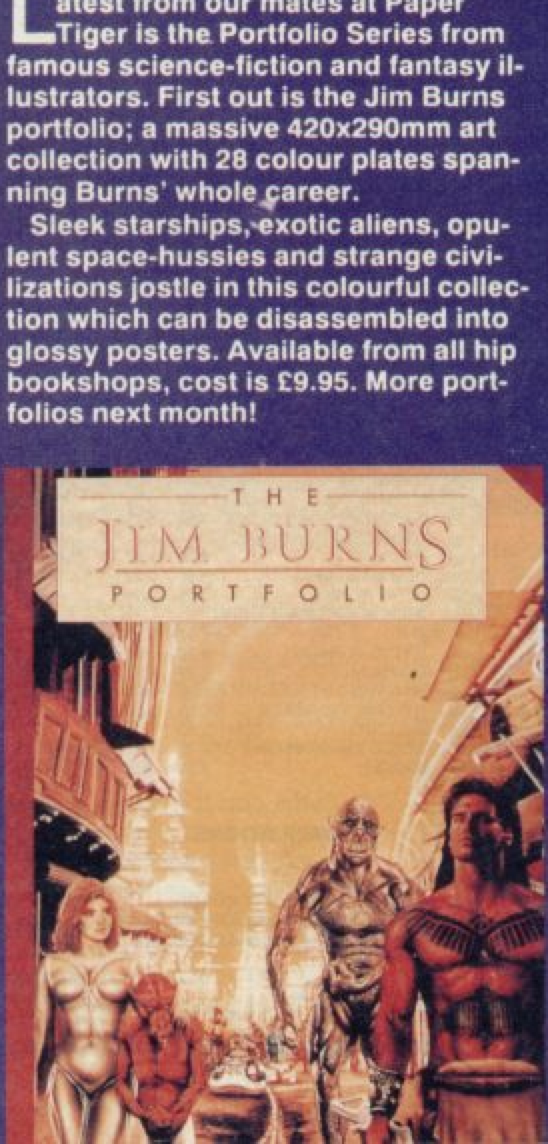
"Cruel, puerile, tasteless, offensive, revolting and silly"... and that was what the people who LIKED "I Bought A Vampire Motorcycle" said about it! This disgustingly entertaining slice of British horror spoofery, starring a bloodthirsty Norton Commando with teeth in its headlamp, is just out on Braveworld Video. Starring Neil Morrissey (who?) Amanda Noar (who?) and Michael Elphick (you know, him from Boon), it's a rental title with an 18 cert, so Mummy or Daddy will have to rent it for you!

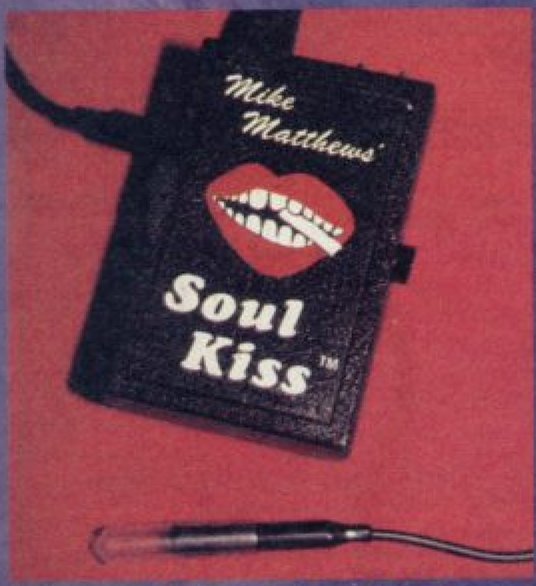


arty party

Latest from our mates at Paper Tiger is the Portfolio Series from famous science-fiction and fantasy illustrators. First out is the Jim Burns portfolio; a massive 420x290mm art collection with 28 colour plates spanning Burns' whole career.

Sleek starships, exotic aliens, opulent space-hussies and strange civilizations jostle in this colourful collection which can be disassembled into glossy posters. Available from all hip bookshops, cost is £9.95. More portfolios next month!





stick it in yer gob

Do you play the ee-lectric gee-tar, synth or other electrically amplified instrument? Then you'll enjoy playing with Soul Kiss, the revolutionary performance device recently demonstrated on Tomorrow's World. Soul Kiss is an in-line opto-electrical frequency controller - huh? This means you plug it between the instrument and amp, stick its probe in your mouth and go WOO Wah Woo, adding amazing Jimi Hendrix-style wah-wah to your instrument sound! Soul Kiss costs around 70 smackers (joke!) from music shops.

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Charts

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1	(1)	T.M.H. TURTLES	Mirrorsoft	£12.99
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10	(NE)	EMLYN 'S INT. SOCCER	Audiogenic	£ 14.97

GRAHAM TAYLOR'S FIVE FAVOURITE THINGS

1 TWIN PEAKS - 'Cos it's the bestest, funniest thing ever on T.V.
2 ASTON MARTIN DB6 - Preferably with all the James Bond attachments (very useful for Londontraffic)
3 DSINEYLAND - Totally entertaining and doesn't use even ONE brain cell. (We can see why you like it Graham! - The Crew)
4 COCO-POPS - They're so choclatey that they turn the milk brown.
5 FLYING - When I grow up I'm going to have my own plane.

ANDREA'S 5 MOST HATED PEOPLE

1 WENDY JAMES - I can't actually say because of libel laws but I HATE her!
2 JENNY from Coronation St - She's just so stupid.
3 SALLY and KEVIN from Coronation St - Because they're both so pathetic!
4 THE SIMPSON'S - Because everyone likesthem.
5 DIANE BUTCHER from Eastenders - She just ought to be shot!

BUDGET TOP 20

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2	(4)	TARGET RENEGADE	Hit Squad	£ 2.99
3	(NE)	DEFENDERS EARTH	Hitec	£ 2.99
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9	(5)	OPERATION WOLF	Hit Squad	£ 2.99
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11	(8)	OUT RUN	Kixx	£ 2.99
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20	(NE)	RAMBO III	Hit Squad	£ 2.

GARTH'S FIVE WORST JOBS BEFORE SU

1 SHOT-BLASTING - Dirty, dirty, dirty.
2 ASBESTOS REMOVAL - Dangerous!
3 WINE WAITING - Acutally, (hic) not bad!
4 COMPS MINION - All those mailbags to lug
5 BUYER - Working in a shop...ughh!

JIM OWENS' FIVE WORST FOOTBALL TEAMS

1 West Bromwich Albion
2 Aston VIlla
3 Arsenal
4 Leeds
5 Chelsea

BUDGET

XENON

BEST SU BUDGET

LABEL:
Mastertronic Plus

MEMORY:
48K/128K

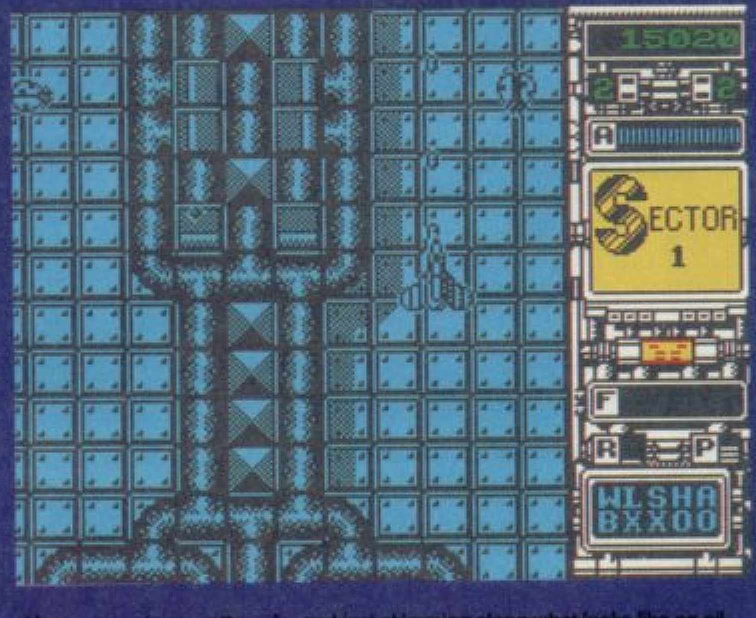
PRICE:
£2.99

PROGRAM BY:
Bitmap Brothers

We said it before and we'll say it again now - Xenon IS a classic shoot-'em-up, well worth its SU Classic status, and though it has now been compiled, cover-mounted and collated almost out of existence, if there's anyone left who doesn't have it, then they must have taken an overdose of penicillin 'cos it's the most contagious game in existence, and they should catch it this time around.



Andrea's comment:
Blast, maim, splaa-booom! I even broke two finger-nails in my first game and still thought it was worth the suffering. A classic blast from the past.



Here we are in aircraft mode, and just skimming along what looks like an oil pipeline.. The two enemy craft look as if they may be on their way to Iran.

Great 128K music and sound effects accompany this vertically-scrolling fight-feast, as you steer a two-mode fighter over metallic landscapes. Switching from ground-attack to airborne modes using the space-bar, you shoot anything that moves as you flit freely around the smooth-scrolling screen.

There are four sectors, each divided into four zones, and each decked out with rotating gun turrets, ladybird-like ground craft, laser emplacements, and, at the end of each level, an enormous sentinel. These are not your everyday Mothercare bouncers - they're terrifically hard to kill, and you won't have the help of your special weapons such as wing-shooters, side-shooters, armour, lasers, homing missiles and revolving balls, which you collect along the way by picking up icons.

Bar displays show your fuel level, speed and energy status, but despite the claims that this is the "thinking man's shoot-'em-up", you can turn your brain off and just use your reflex shooting skills. Reach out with your feelings and blast 'em to bits.

SILKWORM

LABEL:
Mastertronic Plus

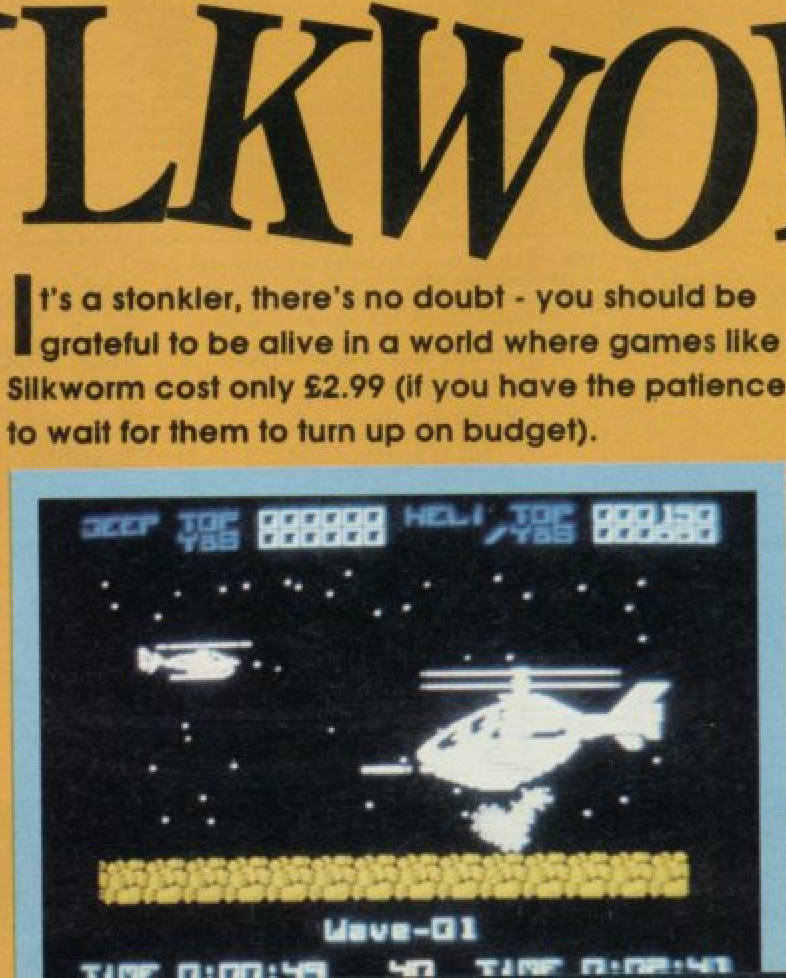
MEMORY:
48K/128K

PRICE:
£2.99

PROGRAM BY:
Random Access

There's nothing that can be said of Silkworm even nowadays that can belittle the fact that it's a super duper shooter!

It's a stonkler, there's no doubt - you should be grateful to be alive in a world where games like Silkworm cost only £2.99 (if you have the patience to wait for them to turn up on budget).



A horizontally-scrolling shoot-'em-up par excellence, Silkworm takes place in a world where nuclear weapons have been banned - which means that the conventional ones have become bigger, better and nastier. But this is not enough to make the commanders of the One Continent Alliance happy - they want an excuse to try out their toys (whoops, bit of politics there!)

Piloting an advanced helicopter (or ground attack vehicle, or both on two-player mode) your task is to smash the warmongers once and for all.

scores	
GRAPHICS	91
SOUND	92
PLAYABILITY	90
LASTABILITY	90
OVERALL	91%

Chris Jenkins

Miss this and you might as well hand in your "Junior Space Warrior" badge. A shoot-'em-up classic



Mas... mobile, in ground attack mode, we're attacking a medal



...izz, bang, boom - those Bitmap boys like explosions!

DOUBLE DRAGON

LABEL:
Mastertronic Plus

MEMORY:
48K/128K

PRICE:
£2.99

PROGRAM BY:
Melbourne House

When Double Dragon first appeared I was very, very generous and awarded it 51%. Despite the fact that this led to me being stoned in public (and not for the first time,) - by outraged fans of this coin-op conversion, I insist that time has certainly not improved this second-rate bash-'em-up, and you would be ill-advised to spend your money on it when you could get a large bag of jelly babies and the latest issue of The Golden Age of Ballooning for the same money.

The basic idea is fine; one (or two, hence the title) fearless ninja warriors battle their way through hordes of kung-fu thugs in order to rescue some bimbo who has thoughtlessly allowed herself to be kidnapped by the Big Boss (these women, honestly, you can't rely on them, etc etc.)

As you hunt through the horizontally-scrolling scenes of urban decay you can find boxes, rocks, oil-drums, knives, baseball bats and whips with which to fight off the knifemen, boxers, martial artists and whip-wielding bimbos you come up against. Without a weapon you have to rely on the usual selection of punches, kicks, elbow-blows and leaps to fight them off.



Is this Johnney Fartpants or wot!

Trouble is, the graphics are complete ponk (people have heads shaped like potatoes, and the knives look like cucumbers), the animation and scrolling are jerky yawn-makingly slow, the use of colour is so ill-planned that there's constant colour-clash, and the fighting moves are unimaginative.

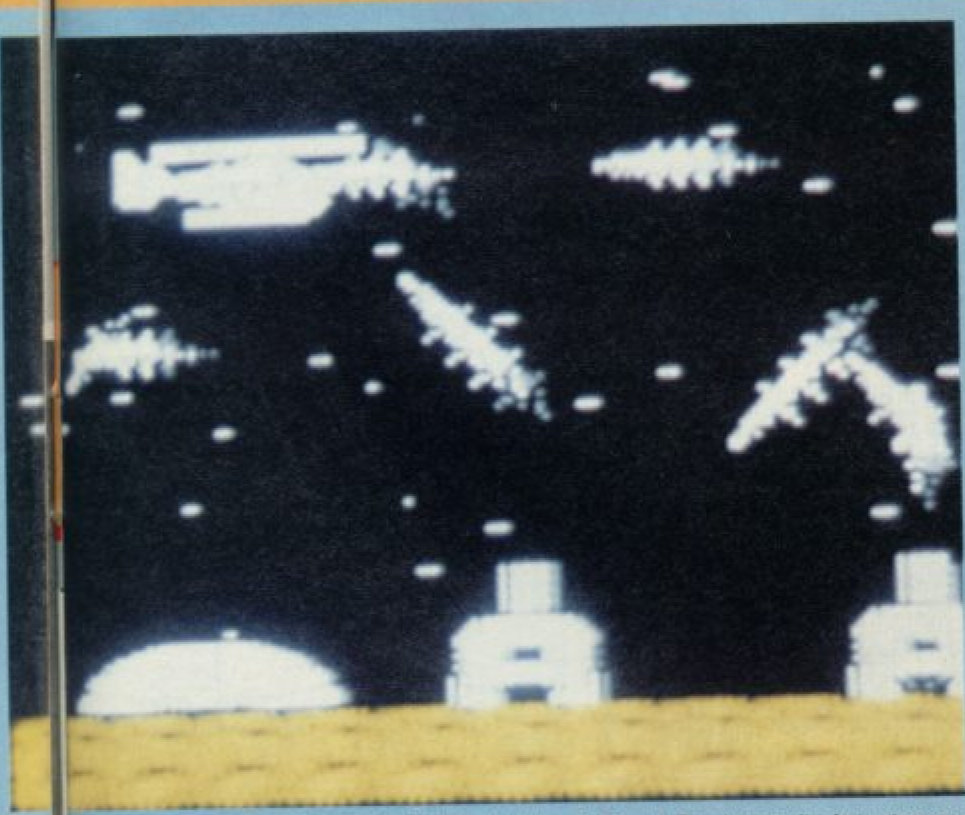


scores	
GRAPHICS	50
SOUND	54
PLAYABILITY	50
LASTABILITY	54
OVERALL	51%

Chris Jenkins

I don't like it and I don't care, I don't like it and I don't care, I don't like it and I don't care - if you like it, you're a banana.

There are a couple of decent points - some of the background details are fairly good, and some of the baddies are nice. But on the whole, there are many better bash-'em-ups - for instance, Target Renegade walks over Double Dragon (then jumps up and down on its head).



Here are the latest publicity shots for Fly/Drive holidays in Kuwait. They're popular, but not as popular as Silkworm's left to right classic arcade coin-op conversion. Tally-Hoooooooooooooooooooo!

There's a time limit to complete each level, and time remaining at the end of a level is converted into Hero Points. Your chopper (fnarl) fires downwards and forwards; landmines, when shot, release a cloud of plasma. Fly into it, and it acts as a shield for a short period. If there are two clouds on screen, collect the first and shoot the second to create a smartbomb effect - very logical and realistic, I'm sure.

You'll enjoy shooting bits off the gooseneck helicopters, which fly onto the screen in sections and assemble themselves; and even more laughs are to be had with the giant helicopters and tanks which are the true end-of-level nasties.

It has to be said that Silkworm's graphics are more exciting than its gameplay, but if you like the things you're blasting to look pretty, at budget price this is one you really shouldn't miss.



scores	
GRAPHICS	89
SOUND	82
PLAYABILITY	89
LASTABILITY	92
OVERALL	90%

Chris Jenkins

Wipe down your giant chopper (ooer) and prepare for a blast which will really take it out of you. A classic of its time!

BUDGET

GAME
The Real Ghostbusters

LABEL:
Hit Squad

MEMORY:
48K/128K

TAPE:
£2.99



Who you gonna call? No-one, that's who 'cos no-one's the only person who'll want to play this.



Ahhh! EEeeeek! Nooo, it's horrible, take it away - I'm scared, really scared!

THE REAL GHOSTBUSTERS

When you see comments like "a brilliantly playable game... graphically it couldn't be better... this is a compulsory purchase", you sit up and take notice.



Here they are. The grinning spirts of ultimate doom. Grin, grin, grin!

The packaging says that it got a Cr**h Sm**h - I can only believe that the game must've given their staff the willies in order to score such a mark.

The Real Ghostbusters, was argueably of the biggest loads of slime ever to be put out by Activision - who have since ceased trading - and in retrospect SU was too generous in our original review, when we awarded it 65 and decided this coin-op conversion featured a combination of nicely-designed monsters, absorbing action, shaky animation, loads of attribute clash, and lousy screen layout.

Basically it follows the format of the coin-op, as you steer your Ghostbusters through ten levels of haunted buildings presented in a cakhanded sort of top-down perspective. You shoot the ghosties with your plasma beam and suck them into your ghoulie pack, which has to be emptied at regular intervals.

GAME
Rambo III

LABEL:
Hit Squad

MEMORY:
48K/128K

TAPE:

£2.99

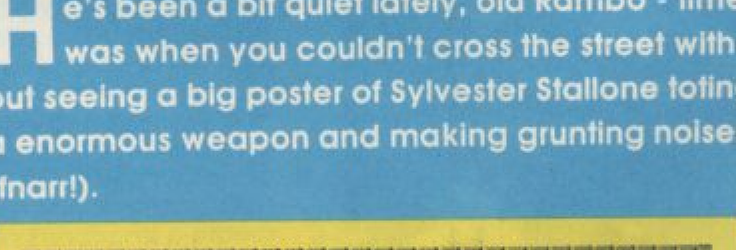
RAMBO III

He's been a bit quiet lately, old Rambo - time was when you couldn't cross the street without seeing a big poster of Sylvester Stallone toting a enormous weapon and making grunting noises (fnarr!).

FACTS

The first Rambo film, starring Sylvester Stallone, was actually based on the book 'First Blood' where the hero, John Rambo, dies at the end.

In the Hollywood version the main character, John Rambo actually gets put into prison after taking out the whole town's police force. Unfortunately though, he gets out to star in Rambo; First Blood part II and the imaginatively titled Rambo III.



Can you hear me morhter? Rambo's lost and he's about to blub!

Well, the movies became more predictable as the series went on, but oddly enough the games got better, and Rambo III is consequently the best of the lot.

It's in three sections, the first basically a flip-screen maze seen in top-down semi-perspective; Rambo searches an enemy compound for his captured CO, picking up objects such as rubber gloves which get him through electrified doors.

In the second section, which has the same basic format, Rambo searches outside the base for eight bombs which have to be defused; and in the final bit, which has a Operation Wolf-style forward-scrolling format, you take control of a tank and blast your way through enemy armoured cars, soldiers and rockets.

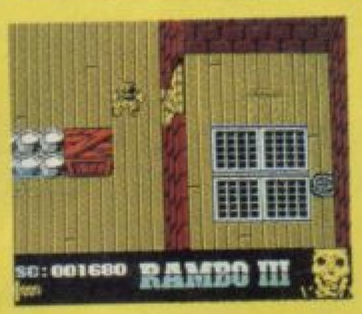
It's all a bit too frantic unless you're in two-player mode, when each player can protect the other's back. But basically I wouldn't bother with it at all - this is a half-hearted effort and even Real Ghostbusters fans will find that it really puts the willies up them, as it's only a shadow of game.

scores

GRAPHICS	45
SOUND	57
PLAYABILITY	45
LASTABILITY	46
OVERALL	46%

Phillip Fisch

Even hardened Real Ghostbusters fans will be hard-put to enjoy this spiritless offering



It's all good stuff, good enough to be a budget bargain if not original enough to qualify for classic status. It just goes to show that old soldiers never die, they just re-appear on budget.

scores

GRAPHICS	78
SOUND	79
PLAYABILITY	80
LASTABILITY	85
OVERALL	84%

Chris Jenkins

This time it's all-out war - the best of the Rambo series and not to be missed if you like shootin' things.

DRILLER

Stunning use of 3-D graphics do not a good game make', as my Chinese grandmother always used to say. Actually she'd say "Wong-cho ho fat ping-wah chung ah woo", but's that what she meant, and I'm sure she had Driller in mind.

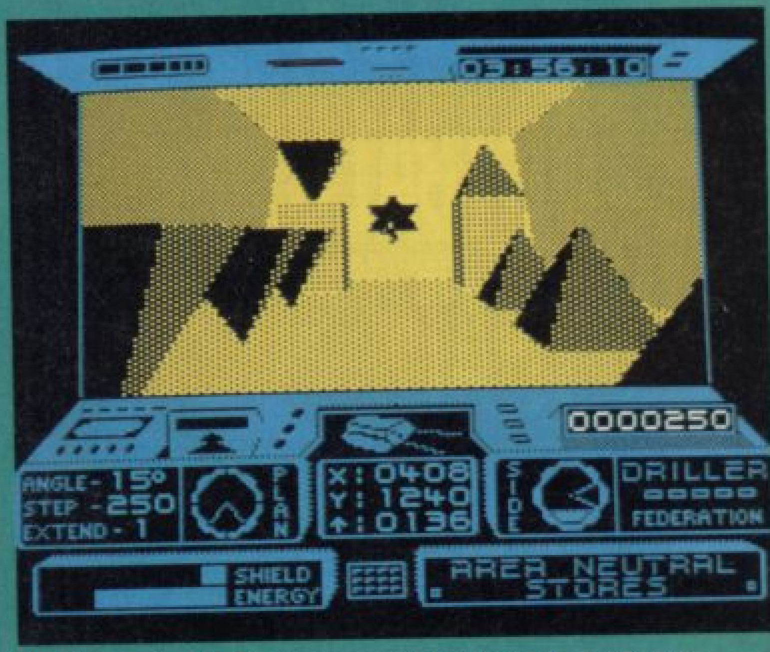
GAME	MEMORY:
Driller	48K/128K
LABEL:	TAPE:
Hit Squad	£2.99

The Freescape 3-D graphics system, which lets you explore the moon of Mitral in total freedom, is a brilliant example of programming.

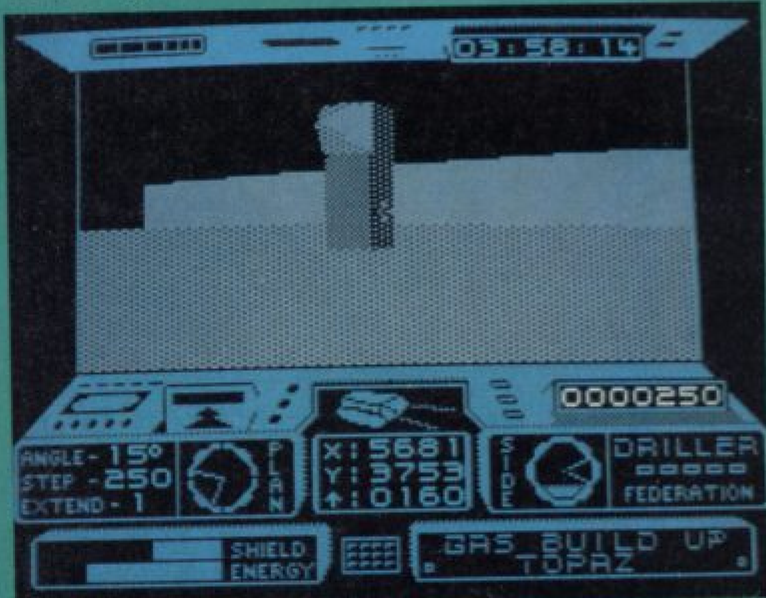
The trouble is that your mission is extremely boring - literally and figuratively. You have to gain access to each of 18 centres, find gas pockets and drill holes to relieve the pressure before the moon blows up.

A complicated control panel shows your location, viewpoint, energy and shield status, time remaining and so on; the other half of the screen is taken up with the Freescape graphics, consisting of polygonal buildings, vehicles and installations which you can view from all angles.

Yes, graphically it's brilliant - probably one of the best bits of programming ever on the Spectrum. But it's dead dull as a game, and is probably a good example of many games that are set on the moon, especially as Driller has no atmosphere.



Wow! Just oogle at the fabulous Freescape 3-D. Now, try to find the game.



Here's the moon's only arcade machine. It's called Vacumn and it sucks!

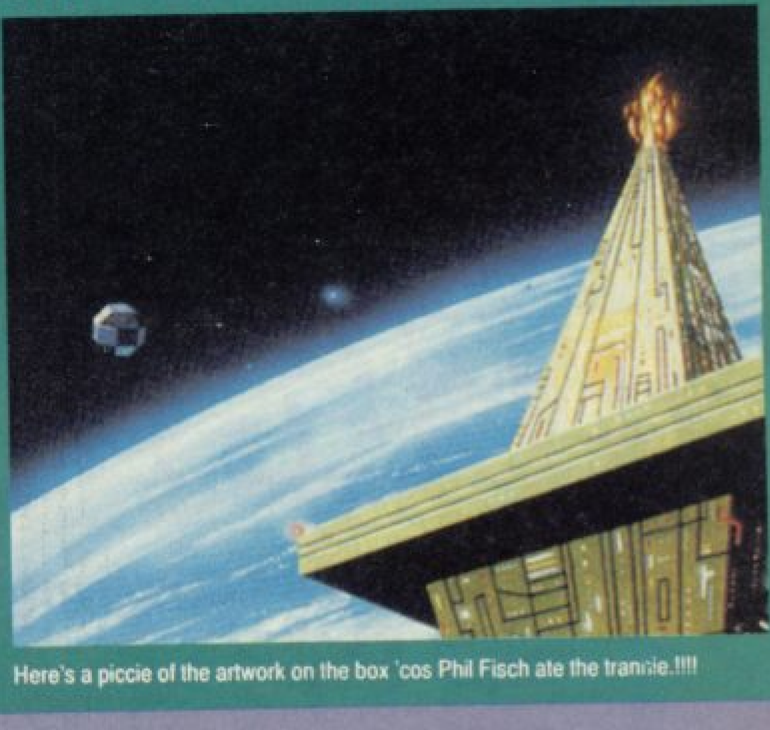


scores

GRAPHICS	86
SOUND	59
PLAYABILITY	65
LASTABILITY	45
OVERALL	60%

Chris Jenkins

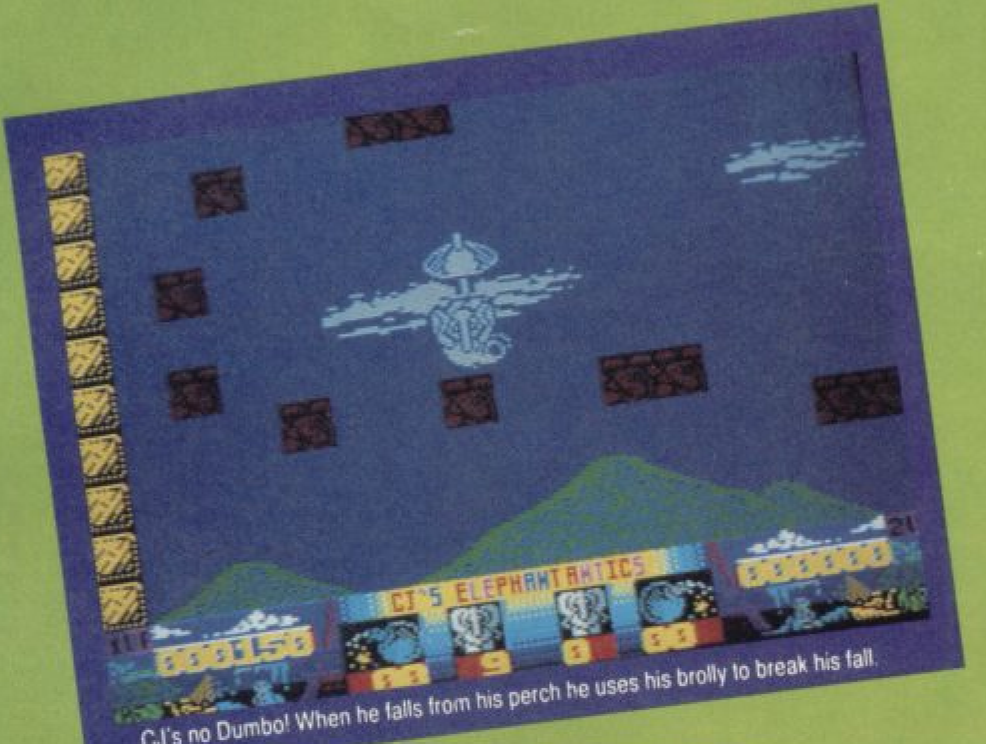
Looks great, moves great, soon grates. Bore yourself boring for gas in this over-inflated epic



Here's a piccie of the artwork on the box 'cos Phil Fisch ate the tranzle.!!!!


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IS THE FOOTBALL
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SOCCER
TO LIFE
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CJ's ELEPHANT ANTICS



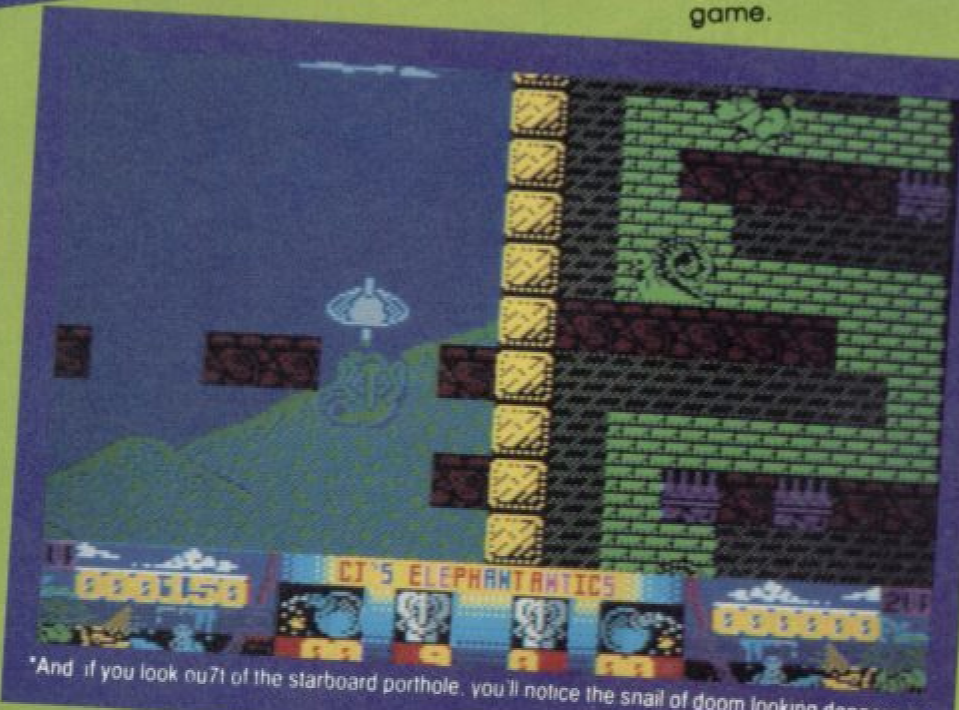
CJ's no Dumbo! When he falls from his perch he uses his brolly to break his fall.

Ladieees and Gentlemen. May I present for your edification, Codemaster's latest, and possibly greatest release, involving the antics of CJ the elephant.

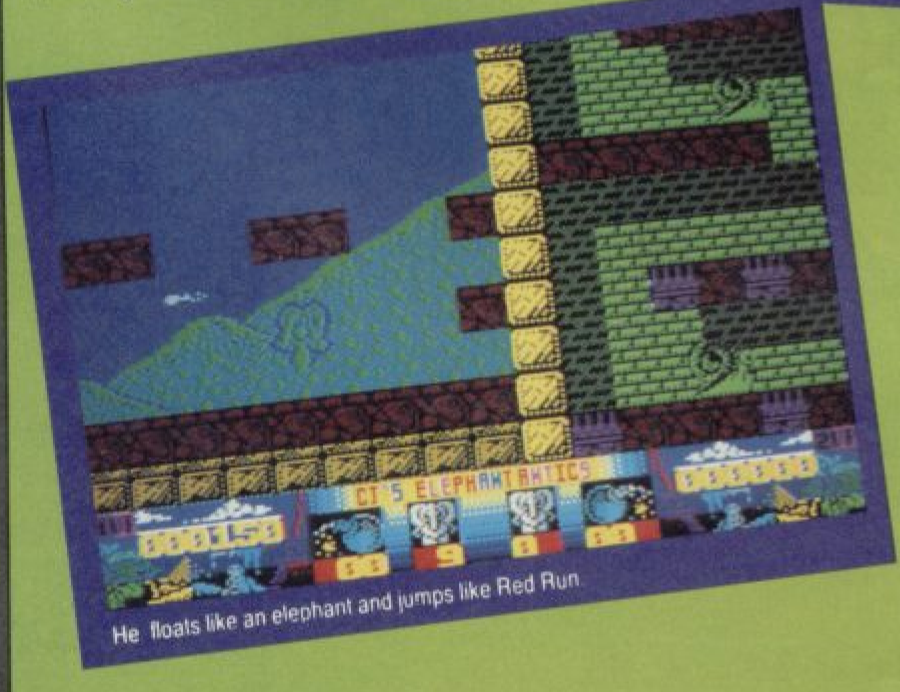
What a big build up, and was it worth it you may ask? Well, the short answer is ye. The slightly longer answer is yes. The poor little guy was caught in Africa and put into a plane to be shipped to England to be a central exhibit at some place or another. Luckily enough, the plane hit some turbulance over Paris and CJ grabbed a brolly and made a desperate bid for freedom. Once landed in Paris however, CJ soon realises that he's not cut out to be a vogue-esque Parisian and decides to hack it back to Africa, thus avoiding all that greasy food and having to learn a new language.

So there's the plot. Our little hero must make his way through each country on the route back to his hometown. He must jump, shoot and bomb his way past various nasty lowlife as he trucks along the horizontally scrolling landscape.

A two-player mode also allows for double trouble as you try to work together to get through the screens and makes CJ's Elephant Antics an excellent original budget game.



"And if you look ou71 of the starboard porthole, you'll notice the snail of doom looking dangerous



He floats like an elephant and jumps like Red Run.

Scores

GRAPHICS	85
SOUND	80
PLAYABILITY	88
LASTABILITY	86
OVERALL	85%

Garth Sumpter

Zut alors! A colourful and highly playable game that is heavy on entertainment and light on price. Go on - buy CJ and save the elephants.

COiN OPS

Is there anything like Blackpool in the Spring? Well, yes - Siberia in November for a start, but still, Blackpool's where it's all at in February if you're into Coin-ops. John Cook brings us all the News from the Blackpool Amusement Show '91.



UB-QB FO... CHAL...

Right - you've seen all those basketball games where you have a certain amount of time to throw as many baskets as possible? Well now there's a similar sort of thing, only based on American Football. And it's great! With this, 'though, there are two orifices through with to throw the rugby ball - a biggish one that gives you a 1-9 yard gain if you make it and a smaller one that'll give you 10-24 yard gain. Like the

ADDICT FA...

DYNAMIC SHOT

Got a bit tired of all the Mow-em Downs? Then why not try making the whole thing a bit more realistic with Dynamic Shot? This is an electronic shooting gallery which can be played one or two player, whereby you have a laser gun and snap at pop up targets. Somehow a little bit more ideologically sound than these gory video versions - and with a good two player option - give this one a go.





CAVEMAN NINJA
DATA EAST

Now this is more like it. Prehistory is in - ever since Prehistoric Isle and then Toki - and Caveman Ninja is just such a good excuse for a neat, graphically cute jumpy-kicky game that will prove mildly diverting for the average vid fiend. Run of the mill gameplay, yes, with big end of level jobbies and the usual cannon fodder to beat up - but don't the graphics look jolly. Sure do - lifting the game into the, 'give it a try' category.

ADDICT FACTOR 75

OOTBALL LENGE

real thing, you have 4 tries to make a total of ten yards. Make 10 and you get another 4 tries, fail and the opposition gets the ball. Sounds a piece of cake, but it is in fact pretty tricky, as to get the ball through the Long Pass bit you have to throw the ball so it spins along its long axis - like an airship. If you've seen Joe Montana do it all season and think it's a piece of cake - give this a try...and weep!

ACTOR 78



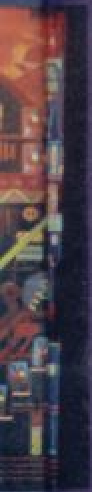




ROBOCOP II
DATA EAST

Directive 1 - Uphold the law. Directive 2 - Protect the innocent. Directive 3 - Serve the Public Trust. Directive 4? Make a sequel and who are Data East to resist the temptation. Now Data East has been making some pretty good things in the recent past - Midnight Resistance, Sly Spy to name but two. Unfortunately, they seem to have come a bit of a cropper with Robocop 2. For a start, it seems that a slightly different graphic style has been used imitating the previous game, but simply just not looking as good. Shame. The design isn't exactly inspired either, being a standard shooty-kicky hybrid that draws on the kind of game concepts that Konami have been trying with stuff like Aliens. Bigger sprites do not a good game make - and although all the luverly digitised graphics in between levels look fab, they don't make up for the fact that Robocop II is, largely, uninspired dross. Directive 5 - save your dosh for a go on an R360!

ADDICT FACTOR 52



PHOTOSTAR

Photobooths are fun! Well, they are now at any rate, since the Photostar came out - 'cos this is a photobooth with a difference! Yes, it does all the ordinary stuff of passport photos (except a lot quicker and without all that sticky mess) but most interestingly, if you select silly mode you can have your picture taken with the Stars of stage and screen! How does it work? Well, it uses video technology to snap you and then cuts out the background using chromakey techniques. Now you can select a star - like Gazza or Kylie - to dump your mush next to, put it into position and, Robert is your relative! Spot the Newest Kid on the Block, eh! Mega Fab stuff - although it's a bit pricey at 2 a throw - it's well worth it.

SILLY FACTOR 95





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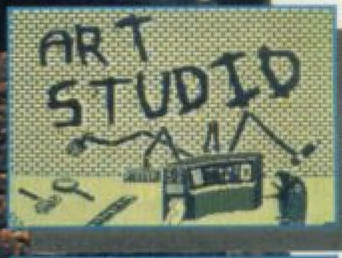
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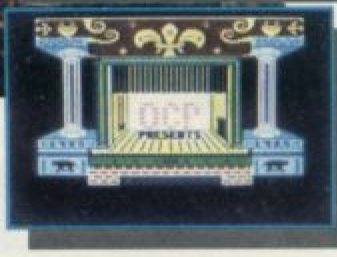
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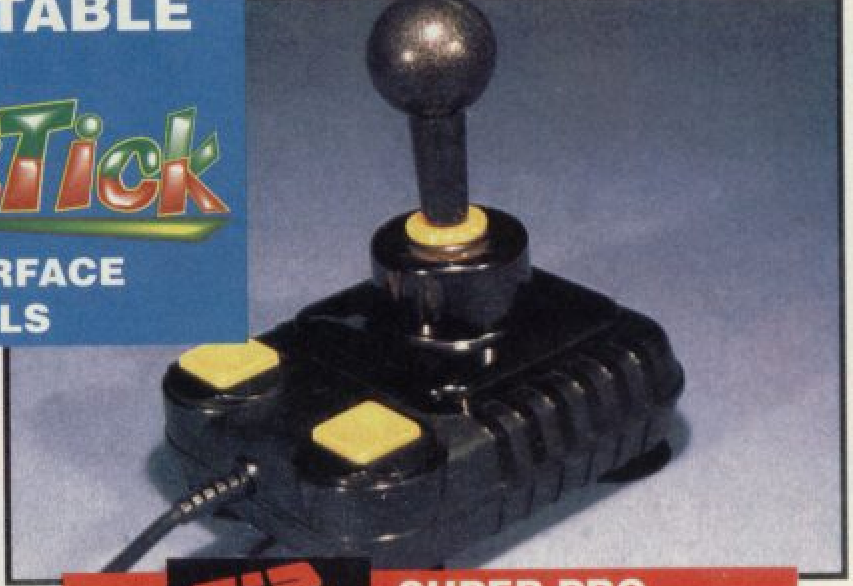
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PREDATOR 2™

The all-seeing, never sleeping Garth dons his cape and mask and streaks out into the night in search of the elusive Predator 2. Kick-starting the Garthmobile and reluctantly putting on some decent clothes, our part time Super Hero gets the story so far from Paul Walker of Arc who finds out that in an interview with Garth, no-one can hear

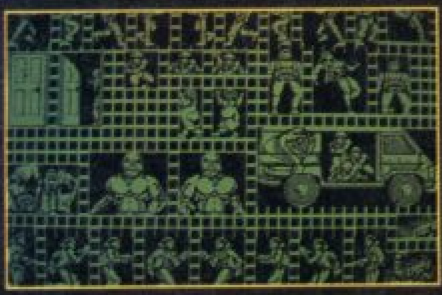
Garth: The computer industry has a chequered reputation for film licences. It's been suggested that many see it as a way of getting a hit game thanks to existing publicity for the film. How will PREDATOR 2 face up to the opposition?

Paul: As the whole industry is know doubt aware film licences and games do not go hand in hand. Mainly because if the game was an accurate copy of the film it would be EXTREMELY boring. So what tends to happen is just a few seconds of the film are stretched out into the a game. This is not a bad thing as the punter can be left looking for a connection between the film and the game and never find one.

Garth: How will the game recreate the film?

Paul: PREDATOR 2, while not being the easiest film to convert (The best being War films Vietnam and Rambo III etc), was flexible enough to produce a game very close to the film. The film PREDATOR 2 is made up of four main battle scenes and we used each of these as the basis for each of the levels.







print

Garth: Can you give us a synopsis of the game and the four levels?

Paul: You play Harrigan the key character in the film. He is an L.A. cop trying to sort out some strange gang-land killings. These are actually the Predators victims. Harrigan does not see the Predator until the later part of the movie, hence in levels 1 and 2 the Predator stalks Harrigan in "Hidden Mode".

The graphics of the large characters you see up close. The backgrounds and most of the background sprites can also be seen in the film so tying the link between the film and the game even tighter.

Garth: With Arnie not in the film, what form will the main hero sprite take and do you think it will have the same appeal?

Paul: Danny Glover plays Harrigan the star of the film and although Arnold is not present in the film I don't think this makes any difference at all to the computer game.



As little screens go, there's no mistaking the quality of this one. Is a Manet or a Monet? I can never tell!

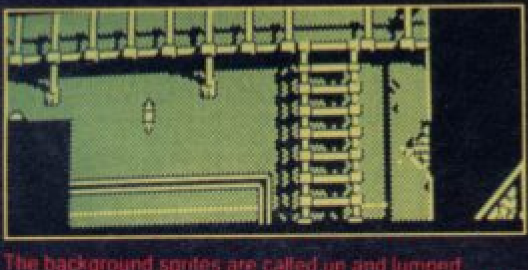
Garth: How long did the game take to complete?

The game has taken about 8 months to complete.

Garth: How many levels are there and what are their themes?

Paul: There are four levels: The first level is a reflection of the street fight in the film and you must make your way to the right in order to confront Scorpio and his cronies in the end-of-level battle.

In level two, you work your down the corridors of a hotel until you reach the apartment suite of a drug dealer. When you arrive, the drug dealers are fighting amongst themselves, blaming each other for the sudden spate of killings - not



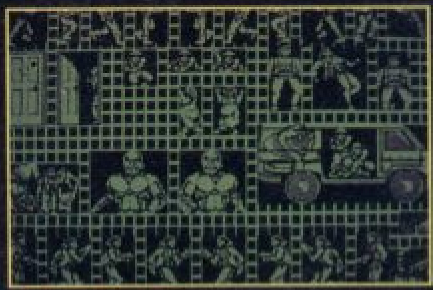
The background sprites are called up and lumped together as they're needed. All modelled on the film set



knowing that this is in fact the work of the Predator. Here you must defeat Gold the drug baron.

Level three's set in the L.A. underground system and you're on the rails. Whilst you work your way along the rails you can now catch glimpses of the Predator - don't forget if you accidentally hit the Predator then he will attack you.

On level four you've found out that the Predator is using a meat-packing plant as his base. There're FBI agents here who are trying to freeze the Predator to study but you've had quite enough by this time. You want to kill him and must overcome the Feds in order to get to the Predator.



A selection of the sprites used for the animation sequences.

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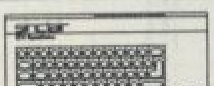
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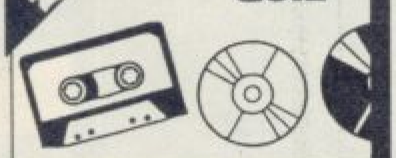
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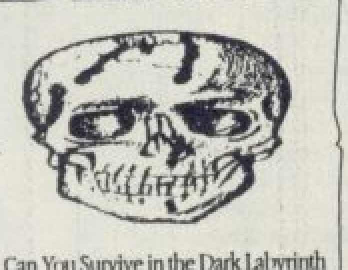
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